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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surcharges	General	Box	Out-of	Errata	Game #-of		
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale	Plyrs

**Game Rating System Explained**

Games are described using a two tiered system: the GENERAL condition categorizes each game in a consistent & meaningful way. So, you'll know the condition of each item before buying--and be pleased when you receive it. This reflects the overall condition of each game and, with the exceptions noted whether the game is punched. SPECIFIC conditions details any variations from what you should expect in each GENERAL category as described below.

- UNpunched: NEW** - Unopened, in original shrink wrap. May have exterior box damage if noted. Same as an unopened MINT item.
- MINT** - Opened & unpunched. Some counters may have separated from tree on their own, but has never been played. May have component damage if noted. May also be perfect in every respect, noted by "PRISTINE" or "CHERRY".
- Punched: EXCEL** - A mint game that has been punched becomes "excellent". A few minor signs of wear may be included, easily replaced items (eg dice) may be missing, rules highlighted, or counters NEATLY clipped if this is noted. Complete. Older games may have proportionally greater signs of age.
- V.Good** - Shows signs of wear, use or slight abuse such as some soiling of rules or counters, modes staining, box tears, etc. Unique components complete or neatly replaced.
- Good** - Has some significant defect(s) that may be more aesthetic than functional. May be missing a few components.
- Fair** - Major defects, required parts damaged or lost; playable, but not collectable.

**KEY:** Headings New: Flags Newly Listed Games. Game Only?: Flags Game-onlys w/o Magazine. OoP: Out of Print. Err: Includes Errata (Y or n). #-Players: (1) solitaire; (3 or more, M) multiplayer. Box Type FB=Flat Box LB=Large Flat Box SB=Small Flat Box BC=Bookcase Box DC=Double Bookcase HC=Half Bookcase SC=Sml Bookcase CA=3M Casette GM=3M Gamette Fo=Folio FT=SPI Flat Tray WT=SPI White Box IT=SPI Illustrated WT AL=YAQ Album HP=Plastic HC Tb=Tube NB=Notebook RL=Rolled En=Envelope z=ziplocked n=not boxed Game Scale (1) Man-man, vehicle-vehicle (2) Tactical Low Level, (3) Grand Tactical, (4) Operational, (6) Strategic, (8) Holistic/systems, (9) Gallactic, (A) Abstract, (Z) Various/Other, (blank) n/a or not rated.

Misc Game Access	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205 anytime
<b>Gift Certificate in Any Desired Amount</b>	<b>62695</b>			
GIFT CERTIFICATES are available in any \$ amount desired. They're as good as cash, and they never expire. Just contact us to get or give one. ■ ~				
<b>Kampf: Battle for France 1944</b>	<b>104343</b>		<b>\$65.00</b>	Mint n OoP Z
32pg monograph published by J.Dunnigan. Gives history of the campaign in Normandy & France w/ OoB data, discussion of possible invasion areas advantages & disadvantages, weaponry, together with an insightful analysis of the campaign. 32pg. Extremely rare. J.Dunnigan'66				
<b>Kampf: the Guadalcanal Campaign</b>	<b>104344</b>		<b>\$65.00</b>	Mint n OoP Z
Historical monograph published by J.Dunnigan prior to his involvement with SPI. Provides insightful insight into this critical campaign in the South Pacific, and to the Japanese war effort as a whole. Provides some details as to OoBs & the purpose & outcome of each of the carrier battles during the campaign. 40pg. Extremely rare. J.Dunnigan'66				
<b>Photocopies</b>	<b>14</b>			Excell n OoP Z
Photocopies made from any available (opened) games, mags or parts. Minimum charge \$10 including postage in the US. Call to discuss.				
<b>Zip Lock Storage Bags, 4x6", 100Q, 2Mil</b>	<b>91365</b>		<b>\$3.00</b>	New n OoP Z
100 2mil 4x6" ziplock bags to containerize counters.				
<b>Zip Lock Storage Bags, 9X12", 50 Qty Wht</b>	<b>79924</b>		<b>\$4.00</b>	New n OoP Z
Approx 50 2mil 9x12" Write Block ziplock bags to containerize counters. Has a white portion on the bag that allows you to write on it.				

PC Software & Hardware	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205 anytime
<b>Civilization, or Rome on 640k a Day BOOK</b>	<b>18972</b>		<b>\$2.50</b>	Excell HC OoP 8 1
Neatly highlighted. 376pg SB. Excellent book to the underlying systems, rules & cheat methods to this classis PC game. Written for the original DOS version but applies well to Windows version & CivNet. J.Wilson, A.Emrich'92 ■ Neatly highlighted. 376pg SB. Excellent book to the underlying systems, rules & cheat methods to this classis PC game. Written for the original DOS version but applies well to Windows version & CivNet. J.Wilson, A.Emrich'92				

3M Games	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205 anytime
<b>Break Thru</b>	<b>85773</b>		<b>\$15.00</b>	Excell BC OoP A M
Grey w/blk logo, stars & anchors on pieces. Complete. ■ Complete. 2 inner sleeve corners repaired. Price tag on cover. Plain, beveled pieces & block logo. Gm of maneuver where a player tries to capture other's flagship, who tries to leave the board. '65				

Academy Games	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205 anytime
<b>Strike of the Eagle, Polish/SovietWar 2d</b>	<b>105863</b>		<b>\$45.00</b> **	New GB ** Going 4 4
Richly produced update of this 2-4 player block system game of the war between the Soviets & Poland from 1919-21 as the Soviets attempt to spread communism into central Europe. Previously available only in Poland. Includes map of SW Poland, 110 cards, 110 wooden blocks, 2 counter sheets, 9 scenarios. R.Zak'11				

Ad Astra Games	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205 anytime
<b>Birds of Prey, Air Combat in Jet Age DLX</b>	<b>105215</b>		<b>\$95.00</b> **	New BC ** 1
Detailed game of air-air combat in the contemporary era, & in the tradition of earlier Speed of Heat & Air War, but with more fun. Contains 24 of the most famous jet fighter aircraft, 24 missile types, 48 1:950 scale minis, 2 maps. Deluxe edition adds double counter sheets, double laminated player cards & full color tutorial book. Extensive tutorial with laminated, color-coded play aids. '11				
<b>Birds of Prey, Air Combat in Jet Age EXP</b>	<b>105216</b>		<b>\$75.00</b> **	New BC ** 1
Expanded edition. ■ Expanded edition which includes a set of miniatures & 2 additional aircraft cards, allowing a 4-on-4 dogfight. Detailed game of air-air combat in the contemporary era, & in the tradition of earlier Speed of Heat & Air War, but with more fun. Contains 24 of the most famous jet fighter aircraft, 24 missile types, 48 1:950 scale minis, 2 maps. Deluxe edition adds double counter sheets, double laminated player cards & full color tutorial book. Extensive tutorial with laminated, color-coded play aids. '11				

Adventure Games	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205 anytime
<b>Rails thru the Rockies</b>	<b>43</b>		<b>\$55.00</b>	Mint HC OoP A M
Money has been separated but game never played. ■ More detailed game of rail building in CO in late 1800s. Players compete to build a RR across Colorado, juggling limited resources, difficult terrain, track gauge options, & income generating opportunities. Players should laminate map before use, or use a plexiglas overlay to preserve map. J.Luecke'81				
<b>Rails thru the Rockies PARTS</b>	<b>77518</b>		<b>\$3.00</b>	Mint n OoP A M
Photocopy of rules, only.				

Against the Odds Magazine	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205 anytime
<b>Aegean 1943 2nd / Assault on Narvik #14</b>	<b>107081</b>		<b>\$27.00</b>	New HP 4
Mag & Game. Substantial revision of an earlier, primitive game (War in the Aegean 1943) of the air-land-sea battle for control of the eastern Mediterranean in Fall 1943, after the Italian surrender. Covers the area from Rhodes to Naxos with many small islands, as the Allies attempt to occupy them. Weekly turns, 6.5k/hex, company/btn/reg level. P.Moore'05 Also includes a small game of the battle for Narvik, Norway, 1940. '05				
<b>Bataille de Vauchamps, 2013 Annual</b>	<b>106256</b>		<b>\$38.00</b>	New HP 4
ATO 2013 Annual. La Bataille series game, designed by the original La B designers, of a key battle from the less well known 1814 campaign in which the French bought some time by inflicting 10 times the casualties they suffered themselves. Tho it has about 500 counters, the game serves as an excellent introduction to the La B system, long a colorful & popular Napoleonic grand tactics series. M.Matteson, D.Spors, J.Soto.'14				
<b>Beyond Waterloo, 2011 Annual</b>	<b>98275</b>		<b>\$35.00</b>	New HP 4
ATO 2011 Annual (published as usual a year late). 2012 Charles Roberts Best Mag Game of the Year winner. Game & historical booklet focused on the 1815 Waterloo campaign, with a particular focus on the broader possibilities for the campaign rather than merely the 3 day battle. This game begins in a unique way: Napoleon has just returned to Paris from exile, and the Allies must decide how to react. Map covers all of France plus portions of Spain & central Europe; system includes economic, diplomatic as well as military aspects of the campaign. Multiple levels of game complexity. J.Prados'12				
<b>Birth of a Legend, Lee &amp; the 7 Days #32</b>	<b>107082</b>		<b>\$28.00</b>	New HP 4
Mag & Game. Area-move game using the Not War but Murder system. Game of the Seven Days Campaign, June-July 1862, which made Lee famous while ending the Union's best chance for an early victory. While Lee's plan ultimately failed, he demoralized Union leadership such that they evacuated the Peninsula as a result. 176 counters. M.Rinella'11 / ARTICLES ON: There Must be a Victory variant rules & Steampunk rules; Maryland units in the Confederate army; Seven Days Campaign of 1862; Failed attacks (sieges) on capital cities thru history; computer simulations of German options & outcomes in the Bocage area of Normandy; Trafalmodorian military thinking; Pearl Harbor historical alternatives gamed using Avalanche's Midway.				
<b>Boudicca, Warrior Queen [Druid 2nd] # 35</b>	<b>105673</b>		<b>\$28.00</b>	New HP 6
w/mag & game. Redesign of WEG's Druid, a 2 player game of Boudicca's (Queen of the Iceni) rebellion against Rome, 61AD, in Britain. Complete graphic overhaul of earlier game and now uses card-driven mechanics. Key is tribal activation & alliances. 240 counters, 36 cards, simpler mechanics. R.Berg'12				

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<b>Bradley's D-Day, Campaign Study #3</b>			105034		\$33.00	New	HP				3
Campaign Study #3. Booklet & game focused on the American portion of the D-Day landings at Utah & Omaha Beaches during those touch-&-go first 2 days. Uses Monty's D-Day game system. Co/BtIn level, 800m/hex, 300 counters. Includes solitaire rules. Plus 64pg booklet focused on the same subject. J.Prados'11											
<b>Buffalo Wings #29</b>			103796		\$50.00	New	HP		OoP		1
Mag & Game. Game of aerial combat during the Winter War & Continuation War, 1939-41, over Finland. Uses the Fighting Wings game system, and can mate with other games in the series. Includes solitaire, 2 & multiplayer rules. Covers various Brewster Buffalo fighters (which other nations panned but worked well for the Finns), plus other Finnish fighters & a range of Soviet adversaries. '10											
<b>Cactus Throne #15</b>			103799		\$27.50	New	HP				6
Mag & Game. Includes variant & 40 counters for Into a Bear Trap #10. Game of Napoleon III's attempt (under the cover of a multi-nation expeditionary force) to install a hand-picked ruler, Maximilian, as the Mexican king, and acquire Mexico as a French colony between 1862-67. Mexicans loyal to Juarez, the elected president, eventually defeated Juarez & the French, and the French withdrew from the hemisphere. 320 counters, area move map; battln level, 2mo/turn. A.Nunez'06											
<b>Chennault's First Fight #12</b>			105674		\$27.00	New	HP				4
Mag & Game. Covers the Japanese invasion of Burma, 1941-2, and the Allied resistance led by the Flying Tigers, a well known group of mercenaries in the service of China. Includes the land campaign but focus is on the air campaign with units representing about 6 aircraft each. '05											
<b>Circle of Fire, Siege of Chholm 1942 #41</b>			104111		\$30.00	New	HP				3
Mag & game. Game is a 2-player, area move game of the first few days of the Soviet siege of Chholm, 1942, during their massive Soviet winter offensive. Besieged by a wave of Soviets, Kampfgruppe Scherer withstood the 100-day siege heroically, mandated by Hitler's No-Retreat order. Uses a variation of the Storm Over Arnhem game series with its impulse driven activity. 176 counters. M.Rinella'14											
<b>Counter Tray, Ag the Odds HalfPlastic</b>			80766		\$1.00	Mint	HP		OoP		Z
ATO style 2-piece counter tray designed to store a magazine game & mag, with some compartmentalization. '03											
<b>Dark and Bloody Ground #7</b>			97516		\$28.00	New	HP				4
Mag + Game. v2 # 3. Game covering the 5 year struggle for control of what is now Ohio in what was then the Northwest Territory, between the colonizing & invading Americans, the resident natives, and the British who still maintained outposts in the area. Quarterly turns, area move map (1"=25mi) w/ tactical battle maps. 1 map, 280 counters, 4 scenarios, high solitaire suitability. P.Rohrbaugh'04											
<b>Deathride, Battle of Mars-la-Tour #24</b>			93690		\$28.00	New	HP				4
Mag & Game. C.Roberts 2009 Best Mag Game winner. Game covering the stand by a single German corp against the entire French Army during the Franco-Prussian War of 1870 tho the French believed themselves outnumbered. Game highlights the technological & command differences of the two armies, as well as the deadly effect of modern weapons. Div level, area move. C.Vasey'09											
<b>Defeat Into Victory #36</b>			99940		\$28.00	New	HP				4
Mag & game. Covers the 1944 & 1945 campaigns in Burma. The Japanese preempt an Allied offensive in May 1944, attacking at Impphal & Kohima to cut the supply line to China despite inadequate supplies, but are defeated by July. Then in March 1945 the Allies launch a well prepared offensive that drives the Japanese out of Burma & crushes their forces there. Focuses on supply, morale & leadership, weather & special events. 300 counters. P.Rohrbaugh'12											
<b>Fatal Attraction, Gallipoli Campaign #20</b>			81442		\$28.00	New	HP				4
Mag + Game. Operation level game of the 1915 Gallipoli Campaign, as Britain & France attempt to capture the Dardanelles by land. P.Rohrbaugh'07											
<b>For Bloody Honor, Russian Cvl War 2d #37</b>			100575		\$28.00	New	HP				6 4
Mag & game. Update of this strategic level, area move game of the Russian Civil War thruout Russia, 1918-21. Includes the major color of this civil war: foreign interventions, western supplied tanks & aircraft, Whites, Red & Anarchist factions, and political concerns that don't allow focusing on a military victory. 260 counters. For 2-4 players. M.Woloshen'12 / Also includes OPERATION CERBERUS, the daring dash of the German surface fleet thru the English Channel in Feb.1942. '12											
<b>Forlorn Hopes, 2012 Annual</b>			106260		\$35.00	New	HP				4
ATO 2012 Annual (published as usual a year late). Game & historical booklet focused on the two month campaign for the Dutch East Indies as the Japanese extend their control southwards to capture this area vital to their war effort. Game integrates air, land & sea operations using the Chennault's First Fight & Op Cartwheel game systems. Both sides must measure the costs to use (& maybe lose) hi cost & value assets to defend or capture their objectives, and not everything can be attended to. Includes 288 counters. P.Rohrbauh'13 / Also includes GRAF SPEE, a small game of the Commonwealths hunt for this lone raider in the first months of the war. '13											
<b>Fortress Berlin 2nd # 8</b>			106355		\$29.00	New	HP				4
Mag + Game. v2 #4 reprint. Operational level game of the Third Reich's last 16 days & the ferocious battle for Berlin. Covers the bitter fight for the heart of Berlin at 500yd/hex, 1 day/turn, co-div level, 480 counters. Includes what-if such as the reinforcement by nearby forces that could have moved into Berlin (including 2 SS Panzer divs). Includes solitaire rules. Designed by a yeoman designer. J.Prados'09											
<b>Four Roads to Moscow</b>			103119		\$35.00	New	HP				6
2010 Annual w/ 4 games. HITLER TURNS EAST is a hex-based game of the first 9 months of the war in the east at corp/army level. 160 counters, monthly turns. T.Racier / SLAUGHTERHOUSE is a point-point map game of the first 9 months of the war in the east at the army/army group level. 120 counters., bi-monthly turns. M. Rinella / STRIKE THE BEAR is a large hex map game of the war in the east in the first 9 months of the war in the east with key constraints of operational limits. 120 counters, 3-week turns. R.Nord / CODEWORD BARBAROSSA is an area move game of all of Europe prior to Barbarossa as Germany & the USSR gear for war. Players seek to maximize economic resources and end-game military forces. Includes sml number of event cards, and used Resource Points ala 3rd Reich. 120 counters. J.Prados '11 / ARTICLES ON: Barbarossa facts v myth; March to Magdala, Abyssinia 1868; fallacy of numbers being the dominant cause of Axis loss of WW2. '11											
<b>Go Tell the Spartans #6 2nd</b>			94547		\$28.00	New	HP				3 1
Mag & Game. Reprint of the boxed version Mag & Game & larger format counters. With errata counters for Nap at the Berezina (10), Khe Sanh (26), North Wind Rain (4). Solitaire game (w/ 2-3 player option) of the heroic Greek defense of the pass at Thermopylae against the Persian hordes by a relative handful of soldiers, Aug.480BC. A grand tactical game with some sophistication, played on a matrix of squares with the Greeks defending a wall across the center of the pass. 252 counters (including erratas), 100men/unit, 1day/turn (with many action rounds). R.Markham'10											
<b>Golden Horde, Kulikovo 1380 #18</b>			106356		\$28.00	New	HP				3
Mag & Game. Game of the pivotal 1380 battle of Kulikovo in which a Russian prince leads a force that defeats the Mongols' hold on Russia and opens its future as an independent nation. Uses the Suleiman/Men at Iron game system. Focus is on one large battle at a small scale. 295yd/hex. c.750men/unit, abstract time/turn over the 4hr battle. Articles on Russia & the Golden Horde; comparison of the Mongols with other memorable empires in history; 4th generation wargames; role of weather in games; including fog of war; the War of 1898 from Spain's standpoint; von Spee's raider squadron, 1914. R.Berg'07											
<b>Guerra a Muerta [War to the Death] #23</b>			105035		\$28.00	New	HP				6
Mag & Game & 20 variant counters (Wintergewitter (10), Fatal Attraction (10)). Game covering the wars that shaped South & Central America's independence from the primary remaining colonial power, Spain, during the period 1810-1824. Area move. J.Romero'08 / ARTICLES ON: Wars of Independence from Spain, 1810-24; the Argentinian Granaderos a Caballo elite rgt, 1812-26; battles & commanders of the wars of Spanish Independence; Ahtualpa Revolt in Peru, 1742; variants for Mortain Counterattack, Some Poles Apart & Showtime Hanoi; Survey of strategic level Am War of Independence games.											
<b>Guns of the Askari #38</b>			104109		\$28.00	New	HP				6 3
Mag & game. Game covers the sideshow of the Allied attempt to subdue German East Africa in World War I, and the tremendous resources the effort consumed. It ended only with the Germans converting to guerilla warfare in 1916. Combat mechanics change to reflect guerilla operations & activity levels, and each turn has a variable end point. 4 scenarios including the complete campaign, plus a 3 player (Belgian) option. 280 counters. J.Gorkowski'12											
<b>Hungarian Nightmare, Budapest 1945 #31</b>			95493		\$28.00	New	HP				4
Mag & game. Game of the bitter battle for the Hungarian capital of Budapest, Dec'44-Feb'45, the 2nd bloodiest in history. The 79000 Germans & Hungarians have only a hodge podge of attack-capable units & logistical problems. But the Soviets have 177,000 - 2 fronts - & a tight timeline. Victory based on besting actual history. 420 counters, rgt level, 1-1/2 area move maps, 3days/turn. M.Stille'11 / ARTICLES ON: the emergency air resupply of Budapest, 1945, via glider; Soviet siege of Budapest 1945; WW2 urban sieges; TARLETON'S QUARTER! expansion rules; battle of Navarino, last btl in Age of Sail, 1827; US-China relations as a zero-sum game.											
<b>Into a Bear Trap #10</b>			107087		\$25.00	New	HP				3
Mag & Game v3 #2. Intriguing game of the Russian attempt to subdue the Chechyan capital of Grozny in 1995 by occupying it with what they considered to be overwhelming mechanized force, thus covering the population as in 1991. But the Chechyan rebels prepared for the occupation with well armed snipers, tank killer teams, mortars, etc. A bloody battle for the city ensued covered at 150yd/hex, platoon level, 2hrs/turn. P.Moore'04											
<b>Kadesh, Day of the Chariot #21</b>			96052		\$28.00	New	HP				3
Mag & Game. Includes 20 variant counters for Imperial Sunset #17. Main game covers Ramses II's victory over the Hittites at Kadesh. 2 scenarios depict rival historical interpretations, plus another that follows the script the historical leaders had agree upon. 120m/hex, 100chariots/unit--and there are lots. 300 counters. G.Dickens'08 / Also a small intro game, Desert Duel, First Alamein, covering the battles around El Alaemin in July'42. 3days/turn, 4mi/hex, div level. 88 5/8" counters. G.Dickens'08 / Articles cover: battle of Kadesh & chariot combat; combat fighting "vehicles" starting with the horse; stacking in wargames; card driven games present false historical choices; studying conflict simulations; simulation games as learning tools; Rommel at Alamein, July'42. '08											
<b>Kesselschlacht #3</b>			98546		\$30.00	New	HP				4
Mag & Game. Operational level game of the escape of the German First Panzer Army from encirclement, Mar-Apr'44, by 9 Soviet armies. Moderately complex game w/ 320 counters, 1 map, rgt/div level, 1day/turn, 5.5km/hex. Includes effects of weather, air power, defensive positions, fuel limitations, etc. 2 scenarios. P.Moore'03											
<b>Khe Sahn, 1968 2nd #2</b>			96261		\$28.00	New	HP				4
Mag & Game. Reprint of this operational level game of the campaign for Khe Sahn firebase and for Quang Tri province generally early in 1968, tho like many US-histories, tends to overrate the importance of Khe Sahn versus the Tet Offensive that immediately followed. Co/btIn/rgt level w/ hidden movement, deployment modes, infiltration, air & artillery, special units, etc. 3 scenarios. 200 counters. J.Prados'08											

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<b>Lash of the Turk #30</b>		99436		\$28.00	New	HP			6	5
Mag & Game. Includes 3 games. LASH is a full-sized, operational level game of key campaigns of the 16-17th century during the time of Suleiman the Magnificent as the Ottoman Empire was on the rise & threatened SE Europe. Map covers area between Vienna & Bucharest. 4 scenarios, 240 counters. A.Nunez'11 / WHEN THE WEST CAME EAST is a small, solitaire game of the 1st Crusade. Area move 8.5x11" map covers Turkey & the Middle East. 40 counters/ DASH OF PEIPER is a sampler game of Peipers dash to the Meuse during the Btl of the Bulge 1944. on a postcard. '11 / ARTICLES ON: Suleiman's Attack on Europe 1521-66; 1683 campaign for Vienna, the Ottoman's High Water Mark; Ottoman Empire's manpower resources; Janissaries in the Ottoman army; Biafra! game design; Designing games for cause v effect in historical games; the South's ability to win the Am Civil War, and the Lost Cause Ideology; Burma Theatre in WW2; play balance in wargames; technology of war & crafting games (J.Prados).										
<b>Lilliburlero, Btl of the Boyne 1690 #40</b>		107088		\$28.00	New	HP			3	
Mag & game. Game of the battle of the Boyne, 1690, the largest ever fought in Britain. King James II inherits the throne but is forced into the exile by protestant forces. He returns to Ireland, and is hotly pursued by King William III. James stands & fights at the River Boyne, a deep river affected by tides. Outnumbered 3-2, the Jacobites' best hope is to catch the English as they ford the river. '13										
<b>Look Away! The Fall of Atlanta</b>		86472		\$33.00	New	HP			4	
ATO Annual 2007. Operational level game of the campaign for Atlanta, spring & summer 1864, in Tennessee & n.Georgia. 2.6mi/hex, 4days/turn. brig/div level, 4 scenarios + campaign game. J.Prados'07 / Secondar game on the Biafran Civil War.										
<b>Meatgrinder, Btl for Xuan Loc '75 3rd #33</b>		104511		\$28.00	New	HP			3	
Mag & Game. w/ variants counters for Strike of the Eagle (12); Lash of Turk (4). MEATGRINDER is a further recycling of this Cold War-minded designer's game (also published as Defiance) of the heroic last stand of an ARVN division at Xuan Loc as the northern Vietnamese forces streamed down the road to Saigon in the final days of America's Vietnam in 1975. 3 tank-reinforced NVA divisions attack a depleted ARVN division over a 2 week period. Variabel initiative, with many of the deadly weapons systems depicted. 240 counters. P.Moore'11 / BLOODY HUNLIKELY! is a mini game of Atilla the Hun's two western campaigns into France & n.Italy, 452-3AD. / Includes variant for Pocket at Falaise with 6 counters & rules & setup game aid card. / ARTICLES ON: Development of s.Vietnam's armored forces; battle at Xuan Loc 1975; leaders who took their country's money & ran; US politics during the final days of s.Vietnam; ARVN 1st Airborne at Xuan Loc; s.Vietnam's air force in 1975; the battle of Loos, 1915.										
<b>Napoleon at the Berezina #4</b>		106261		\$28.00	New	HP			3	
Mag & Game. Brigade level game of Napoleon's forcing his way across the Berezina River in a desperate attempt to continue the French escape from central Russia, Nov.1812 as 3 Russian armies close for the kill. A tough game for both sides. 1 nicely colored map depicting Russian in winter, 200 counters, 475yd/hex, 4hrs/turn.										
<b>Not War But Murder #19</b>		107089		\$28.00	New	HP			4	
Mag & Game. Game of the last week of the Wilderness Campaign, 1864, which ended with Grant's exceptionally bloody & fruitless attempt to storm the Confed fortifications at Cold Harbor. One wrong Confed move could end the war early, but if both sides play well it makes for an exceptionally tense, high stakes, impulse-driven game. 176 counters, area move map. Feature article covers the campaign leading to Cold Harbor; the Am Civil War in Athens MO; the 1915 Dardanelles naval campaign; Pres. McKinley & the US war against Spain; Napoleon viewed 200 years later. M.Rinella'07										
<b>Operation Cartwheel / Gazala Line 1942</b>		107090		\$33.00	New	HP			4	
2008 annual w/ game on MacArthur's campaign to capture or neutralize the Japanese forces in the Bismarck Archepelgo, including the fortress island of Rabaul. 288 counters. P.Rohrbaugh'08 / Also includes Gazala Line 1942, a smaller, simpler, btl/nrgt level game of the Gazala battles of 1942. Intended as a beginners game. P.Rohrbaugh'08										
<b>Paukensschlag #22</b>		86239		\$27.00	New	HP			6	
Mag & Game. Game covering the U-Boat campaign against the US's eastern seaboard & Caribbean in 1942 (including the what-if of German strategic bombing). Strategic, operational & tactical, with units representing 1-2 warships or 6-12 aircraft. 1wk/turn. P.Moore'08										
<b>Pocket at Falaise #27</b>		99439		\$28.00	New	HP			4	
Mag & Game. Includes Guerra a Muerte Setup Aid Card & variant rules. Game of the Allied attack to close the Falaise Pocket at Normandy, thus destroying the bulk of the German mobile forces in France, and the German efforts to escape the trap. Playable solitaire & as 2-player. 220 counters. T.Raicer'09 / ARTICLES ON: Falaise Pocket, circle of fire; Figures Don't Lie, German losses at Falaise; Maczek's Tankers, rise of 1st Polish Armored Div; Tank buster aircraft at Mortain & Falaise; Fizzling Fish, failure of early US submarine warfare; 100 battles leading to an independent S.America; Canadian Maj. D. Currie & the Victoria Cross of Falaise; Neanderthals v Humans; Belgian Brigade in WWII.										
<b>Right Fierce &amp; Terrible, Sluys 1340 #34</b>		107091		\$28.00	New	HP			1	
Mag & Game. Game of the naval battle of Sluys in 1340 between English & French marauding forces. Archers & bowmen fire at range, then knights & men at arms duke it out once grappled. 172 counters. This battle gave command of the seas during the 100 Years War to the English, making it a turning point during that conflict. J.White'11 / Also included is SWARM, a solitaire game of Luftwaffe fighters trying to pick off a US bomber before it drops its cargo on a German city below.										
<b>Storm Over Taierzhuang 2nd #25</b>		99426		\$28.00	New	HP			4	
Mag & game. Upgrade of this recent game of the 1938 Chinese attempt to trap Japanese forces advancing along a key rail line to the provisional Chinese capital. Large chinese forces armed with a small number of AT guns & Soviet-made aircraft confront 25,000 Japanese with armed w/ 100 tanks & armored cars. 280 colorful, unmounted counters. Btl/n lvi, 1day/turn. 0.5km/hex. T.Co'09 / ARTICLES ON: Taierzhuang & the Chinese NW Army; Chinese airforce in WW2; What makes a game Epic?; Random events; Groping for the New Paradigm Revisited; the Nuremberg Defense; What makes a good game package?										
<b>Suleiman the Magnificent #9</b>		95495		\$28.00	New	HP			3	
v3#1. Mag & Game. Simpler, grand tactical game of the massive Aug. 1526 battle at Mohacs in which the Ottoman Empire overwhelmed the Kingdom of Hungary. 225yd/hex, c.750men/unit. 240 counters. R.Berg'04										
<b>Tarleton's Quarter / Flights Fantasy #28</b>		107093		\$28.00	New	HP			4	
Mag & Game. Tarleton is an operational/strategic level game of the British attempt to recapture the southern colonies (Georgia, N & S Carolina, Virginia) midway thru the American Revolution 1778-81, and using an overly optimistic strategy relying on a sympathetic populace. 1"17mi (area move), 1pt/100 men, 1mo/turn. M.Joslyn'10 / FLIGHTS OF FANTASY is a small, 40 counter game of the abortive attempt to relieve Dien Bien Phu overland. 1"10mi. 1wk/turn. P.Rohrbaugh'10 / ARTICLES ON: Tarleton's Quarter (atrocities), Tarleton's campaign in the Am Revolution; Britain's economic situation at the time of the Am Revolution; Tarleton & the British Legion; battle of Wagram, 1809; Soviet pilot quality in WW2; gaming Afghanistan (John Prados. '10										
<b>There Must Be A Victory #26</b>		90214		\$27.00	New	HP			1	
Mag & Game. Game of the naval battles in the Adriatic Sea between the Austro-Hungarians & the Italians during the Third Italian War of Independence, 1866. Wooden sailing ships mix with iron-plated steamships, armored rams & a few ships with armored turrets. The A-Hs do well based on aggressiveness despite being outgunned 2-1. P.Rohrbaugh'09 / ARTICLES ON: Naval campaign in Seven Weeks War of 1866; Max von Hapsburg & Lord Jackie Fischer, key leaders; naval warship evolution to the time of 1866; signal v noise in wargaming; French & Indian War; Seven Weeks Wars; wargaming in the military.										
<b>These Brave Fellows #39</b>		102932		\$28.00	New	HP			4	1
Mag & game. Game covers the campaign in Bavaria in 1805 shortly before Austerlitz, as a French corp under Mortier chases Austrian forces from the area, the Russians under Kutuzov lay a trap for the lead French units. Outnumbering the French 4-1 but cold & tired & uncoordinated, a day-long, bitter battle ensued. Includes full solitaire rules (tho this is a 2 player game). 216 counters. A.Nunez'13										
<b>Thunder Upon the Land #42</b>		105407		\$29.00	New	HP			3	
Mag & Game. Game covers two battles from the era of Charles XII & Swedish expansionism during the Great Northern War at grand tactical level: the key battles of Narva 1700 & Poltava. 1hr/turn, 500yds/hex, 264 counters, with a wing-activation system. P.Rohrbaugh, L.Tohver'14										
<b>Toppling the Reich, Battles for Westwall</b>		98547		\$35.00	New	HP			4	
ATO Annual 2006. Rgt/div level game of the various major pushes against Germany's Westwall in 1944-5 using a derivative of the Panzerkrieg game system. 5 scenarios that work along, and can be combined for a campaign game: Market-Garden, Patton in the Lorraine; Roer River & Lorraine; Bulge to Alsace; the Rhine. 480 counters, 1 map. J.Prados '06										
<b>Vallee de la Mort, Dien Bien Phu 2nd #16</b>		78440		\$39.00	New	HP		OoP	3	
Mag + Game. Revision & reprint of this game of the pivotal battle of the first Vietnamese War, Dien Bien Phu 1954, at which the Viet Minh besieged and starved the heart of the French army in Indochina. Co/btl level. 1wk/turn (1day/impulse), 700yd/hex, 280 counters. 5 short battle scenarios plus campaign. Also includes a mini game, Illusion of Victory, Btl of Na San, covering the successful French defense of a fortified complex that made the French hopeful in the DBP campaign. P.Rohrbaugh'06										
<b>Wintergewitter, Campaign Study # 1</b>		104837		\$33.00	New	HP			4	
Rgt level game of the abortive German attempt to relieve the encirclement of Stalingrad late in 1942. Both sides have an opportunity for offense as well as desperate defense. 4 scenarios. Includes a magazine-style campaign study of the campaign, 560 counters. M.Stille'07										
<b>AH Avalon Hill Game Co.</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>1776, 1st</b>		106953		\$45.00	Mint	BC		OoP	6	
V.minor scuffs to box cover; components cherry. ■ Good, mod complex, multi scenario game of entire American Revolution. RECOMMENDED. Reed '74										
<b>1830, Railroads &amp; Robber Barons</b>		56		\$70.00	Mint	BC		OoP	6	M
Rules highlighted; others mint. ■ Popular multiplayer RR empire building & stock market manipulation game set in early 1800s on US E coast.										
<b>1914</b>		106744		\$49.00	** V.Good	FB	**	OoP	4	
Missing 3 units (2 are reduction counters), others complete. Some lite marks on a few counters. Battle manual cover entirely missing (no info lost). Mild soiling to basic rules. Colored ink spots on Allied Unit Counter chart. 2 box corners repaired, sml ding on one sided edge. ■ Once the BEST simulation of the opening campaign of WWI. Colorful, w/ multiple lvls of complexity & hidden setup. Good game if you can use attrition. Most copies of this game have counters die-cut off-center, sometimes badly, as it was the first doublesided counter game. JDunnigan'68										
<b>Afrika Korp '64]</b>		105448		\$25.00	V.Good	FB		OoP	4	

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surchage	General	Box	Out-of	Errata	Game #-of		
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale	Plyrs
Complete. Thick box. 4 box corners repaired w/ scotch & magic tape. Box btm seams well worn & partially repaired. Western 1/4 map panel torn/separated from rest of map. One mark on OoB area of map in pen. Counters mildly soiled thru use. ■ Simple, fast playing gm of the campaign in N.Afrika Apr'41-Oct'42. Great beginners game--as we all remember! '64										
<b>Air Empire</b>		87563		\$129.00	Excell	FB	OoP		6	4
Sml penciled note on rules booklet B, 1 corner repaired, othersw EX & v.clean. ■ Early, simple 2-4 player gm of running an airline when life was easy. Players bid for routes then must put up the planes to do so and make a profit. T.Shaw'61										
<b>Air Force, 2nd: Dauntless Kit</b>		84616		\$20.00	V.Good	HC	OoP		1	
Missing 6 aircraft counters. Air cards separated. Some spots on rules cover. Otherws unpunched & EX. ■ Kit that adds Japanese, more US planes & lots of naval vessels & rules to the Air Force system. '81										
<b>Alexander, 1st</b>		105774		\$35.00	V.Good	FB	OoP		2	
Complete. All counters have reduced/half strength values hand written onto colored but blank backsides (as a step reduction house rule). 1 box corner repaired. Otherws EX. ■ Btl of Gaugamela, 331BC. G.Gygax, D.Greenwood'74										
<b>Amoeba Wars</b>		8238		\$25.00	Excell	BC	OoP		4	6
1st set of counters 15% punched; 2nd set included but missing 6 counters, ID included. 2nd set of cards & player aid cards included. ■ Simple & surprisingly good (& large) game of war in space for 2-6 players fighting to form a new empire & fend off space amoebas hostile to everything. Good family game. '81.										
<b>Anzio, 1st</b>		106741		\$29.00	Good	FB	OoP		6	
Substantially complete; missing about 10 units (main or reduction counters); ID included & apparent. Many couterhs have a cryptic code on blank backside. Dirt smudge on cover of basic rules. Penciled addition on cover of battle manual. Box edges worn w/ 3 corner splits & several ege tears repaired. Red wine spill stains on box cover. ■ Original printing w/ orig counter color scheme. Unique game in many ways. EXCELL, RECOMMENDED gm but 1st ed marred by poorly organized rules & charts. A slugfest marked by scarce resources & ever present danger of invasion for the German, and very difficult terrain for the Allies. Rewards sharp, resourceful play. D.Williams'69										
<b>ASL / SL BOARDS</b>		95272			Excell or Mint	n	OoP		2	
Individual MOUNTED or UNMOUNTED (paper) BOARDS available; see our online catalogs or inquire by phone or email. Order by # & format. Prices & condition vary.										
<b>ASL: Boards PARTS #18</b>		84067		\$4.50	Excell	n	OoP		1	
#18 mounted board										
<b>ASL: Boards PARTS #20</b>		93030		\$5.00	Excell	n	OoP		1	
#20 mounted board										
<b>ASL: Boards PARTS #21</b>		84075		\$4.50	Excell	n	OoP		1	
#21 Mounted board										
<b>ASL: Boards PARTS #23 UNmounted</b>		82796		\$2.50	New	n	OoP		1	
#23 UNmounted board ■ #23 UNmounted board										
<b>ASL: Boards PARTS #26</b>		93043		\$5.00	Excell	n	OoP		1	
#26 mounted board										
<b>ASL: Boards PARTS #32 UNmounted</b>		82811		\$2.50	New	n	OoP		1	
#32 UNmounted board ■ #32 UNmounted board										
<b>Bismarck ['62]</b>		106466		\$35.00	V.Good	FB	OoP		4	
Complete. A well-loved copy. Portions of box btm & board backsides (only) sun discolored, most corners repaired, signs of use & wear to rules & counters. Only 8 search/hit record forms provided as photocopies. Still quite servicable. ■ Simplistic but fun & fast moving cat & mouse game. Still a classic. '62.										
<b>Bitter Woods, the Battle of the Bulge</b>		105024		\$39.00	Excell	BC	OoP		4	
Very clean. Complete except for one blank. ■ Rgt/brig lvl game of the Btl of the Bulge in a short scenario & longer campaign game. Intended for frequent replay with lots of unit abilities but modest complexity. 300 counters and a single unmounted map. Rgt lvl. R.Heller'98										
<b>Blackbeard</b>		196		\$39.00	Excell	BC	OoP		6	4
Med. complexity, 1-4 player game of pirating around the world. R.Berg'91										
<b>Blitzkrieg, 1st</b>		105754		\$35.00	** V.Good	FB **	OoP		6	
Thick box. Substantially complete: missing 1 primary unit (no effect as breaddown counters available). No storage trays. Otherws EX. ■ One of the early classics. Red & Blue go at each other & intervening neutrals in a quasi-WW2 era game. Names of terrain features taken from salient gaming personalities in mid-sixties. '65										
<b>Britannia, 1st</b>		102588		\$45.00	Mint	BC	OoP		8	M
Tape remenant on side panel & box btm. Short crease punctuated with a minor indentation at box cover bottom. ■ HIGHLY RECOMMENDED, simple, FUN 3-5 player game of ethnic migration & conflict in Britain between 43-1066AD. Inspired later Maharaji game. L.Pulsipher'87										
<b>Bulge, Battle of the... ['65]</b>		106093		\$20.00	V.Good	FB	OoP		4	
Thick box. Complete. Box heavily worn & extensively repaired w/ masking & magic tape but structurally intact. Rules have some minor spots & marks but basically clean. CRT has light stains. ■ The first AH game on the German Dec. 1944 offensive in the west that aimed to break thru to Antwerp but instead exhausted the German's limited resources. Classic & often tense game but weak simulation of Bulge. 12hrs/turn, rgt/brig level. '65										
<b>Bulge, Battle of the... ['91]</b>		10796		\$45.00	** Mint	LB **	OoP		4	
Cherry aside from a few minor scuffs. ■ Small gm in big box. Div lvl game of the Btl of the Bulge using simpler systems & a half-sized map w/ very nice graphics & counters. Good BEGINNER'S game. S.Taylor'91										
<b>Bureaucracy</b>		88123		\$10.00	Excell	BC	OoP		A	M
Extended spoof on the behavior engendered by large bureacratc organizations. B.Spitz'81										
<b>Chancellorsville, 2nd</b>		103304		\$35.00	V.Good	FB	OoP		4	
Complete. Rules have been creased once vertically. Box exterior (only) shows lite but widespread brown discoloration likely from sun. Otherws EX. ■ Outnumbered Confeds defeat a divided, lethargic Union army under Hooker. Minor update from early, 1st ed. R.Reed'74										
<b>Civil War</b>		229		\$40.00	V.Good	FB	OoP		6	
Box marked w/ price. 9 columns of TRC used. Sml nick on map. Map seams repaired w/ tape. 4 box corners repaired. ■ Early, rare, simple game of the entire Am Civil War using pawns as army forces. C.Roberts'61										
<b>Civil War</b>		88142		\$19.00	Good	FB	OoP		6	
Complete. 4 corners & several seams repaired. Various spots, stains & discolorations primarily on rules but also on Examples of Play page & board. Tope of one pawn broken off & lost. Box seams aging & flaking away. ■ Early, rare, simple game of the entire Am Civil War using pawns as army forces. C.Roberts'61										
<b>D-Day ['91]</b>		8664		\$26.00	** Excell	LB **	OoP		6	
No inner box insert. ■ Simple, corp lvl gm of inv of France & Germany, '43-44 scenarios. Good beginners gm. '91										
<b>Devil's Den, 2nd</b>		102587		\$45.00	Mint	BC	OoP		2	
Tape remenant on side panels & box btm. ■ Longstreet's attack against the Unions exposed left flank late on the 2nd day of Gettysburg. Mod complexity, 2 scenario & grand btl gm at rgt lvl. Many detailed rules. Reprinted from OSG. D.Martin, L.Millman'85.										
<b>Down with the King</b>		258		\$29.00	Excell	BC	OoP		A	M
Counters unpunched; cards separated. Rules highlighted. Crease on box btm. Mint in other respects. ■ Gm of intrigue & trechery for 2-6 players trying to form effective factions & place a friendly noble on the thrown. G. & K.Rahman'81										
<b>Down with the King</b>		101702		\$35.00	Mint	BC	OoP		A	M
Rules read. Some creasing to 1 box btm side panel; 2 corners worn. Components clean & unpunched. ■ Gm of intrigue & trechery for 2-6 players trying to form effective factions & place a friendly noble on the thrown. G. & K.Rahman'81										
<b>Empire of the Rising Sun</b>		104140		\$150.00	Mint	BC	OoP		6	8
V.slight scuffing to box, does not include sample issue of Ultra, rules & Research booklets appear to have been litely read; otherws cherry. ■ Long awaited sequel to Adv 3rd Reich. Covers the entire war in the Pacific including China using A3R system. Can be mated w/ A3R for a global war game. HIGHLY RECOMMENDED 2-8 players with a stout heart. 2 beautiful maps, 1300 counters, and a total of 96 (!) pages of rules. 4 btl scenarios, '42 & '44 campaigns, '41 campaign, & 8 player '39, '42, '44 global campaigns. Includes 100 counters for Adv 3rd Reich for use in the mating Global War scenario. B.Harper, T.Abrahamson, D.Casper, et al'95										
<b>Flight Leader</b>		99561		\$28.00	** Mint	BC **	OoP		1	
1 box corner split & 1 btm seam tear repaired; minor creasing & scuffs. Otherws Cherry. ■ Detailed air combat, 1950-90. G.Morgan'86										
<b>Flight Leader</b>		99560		\$29.00	** Mint	BC **	OoP		1	
2 box corner splits & sml ding on box btm repaired; otherws Cherry. ■ Detailed air combat, 1950-90. G.Morgan'86										
<b>For the People</b>		30118		\$85.00	** New	BC **	OoP		6	



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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surcharges	General	Box	Out-of	Errata	Game #-of		
Specific Condition Subject Designer Year	Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale	Plyrs
Strategic level game of the entire American Civil War for 2 players, played with both nicely illustrated event cards and 416 counters on a nicely done pt-pt map of the US. Far more a hardened wargame than its predecessors w/ 24 pgs of rules including 4 yearly scenarios and the campaign. M.Herman'98										
<b>Fortress Europa 2nd</b>		106944		\$45.00	Mint	BC	OoP			6
Some minor scuff marks on map; otherwise very cherry mint. ■ 1st AH edition rules. D-Day to V-Day in France using Russian Campaign system. J.Edwards, A.Moon, R.Hamblin, D.Eisan'77										
<b>France 1940 2nd</b>		106489		\$49.00	Excell	BC	OoP			4
Complete. Counters die cut very slightly askew, so some unit values have sml portion on edge or slightly cut off; values always apparent. ■ Corp lvl, multi-scenario game of the German invasion of France in May 1940. Historical OoB largely duplicates history (and optional rules can tie the Allied hands to historical strategy as well); the alternative OoBs enliven things & make it more an equal contest. Revised from early S&T version game. J.Dunnigan'72										
<b>Gladiator, 2nd</b>		329		\$49.00	Mint	HC	OoP			1
[w/#328]. W/ laminated logs & animal variant & colorized, mounted defence & animal counters. Also includes several key articles published in General. ■ RECOMMENDED game of man-man combat between gladiators (& animals in some cases) with various forms of arms. Quick playing, fun & great for either a full evening (with beer) or a fill-in game. '81										
<b>Guerrilla</b>		105022		\$35.00	Excell	BC	OoP			A M
Very clean & complete. ■ Sml card gm of modern guerrilla warfare in a banana republic. 3-6 players control factions of both Govt & Rebels & seek to best their own position by eliminating opponents, manipulating the media & public opinion, or controlling key locales like the airport. 128 cards, counters. N.Schlafler'94										
<b>Guns of August, 1st</b>		338		\$55.00	**	Excell	BC	**	OoP	Err 6
Includes photocopy of 2nd ed rules, plus article from Gen 25/5 that was essentially 3rd edition rules. 25% punched. Includes many scenarios & strategy articles from General. ■ WWI in Europe at corp level covering all fronts and including production & yearly scenarios. '81										
<b>Gunslinger: Critters Variant COPY</b>		92072		\$9.00	Mint	n	OoP			1
Several articles from General: (1) Critters adds animal encounters with cattle, bear, buffalos & snakes; (2) Gunsmith Shop offers a range of new guns & weaponry; (3) Tournament scenarios 1-8; (4) 4pg analysis article. Color photocopy counters/insert w/ B&W photocopied rules.										
<b>Here Come the Rebels!</b>		96912		\$80.00	Mint	BC	OoP			4
No counter tray. Both maps neatly trimmed on a single map edge to mate; 1/2" margin tear repaired on one map. Wear to map fold joints. Otherwise mint & clean. ■ 1862 campaign in VA & MD from 2nd Bull Run to Antietam in daily turns, strat lvl. Same system as Stonewall Jackson's Way. Beautiful maps. Balkoski'93										
<b>Hundred Days Battles, 2nd</b>		101707		\$15.00	Excell	SC	OoP			4
Complete. ■ Div level, smaller game of Waterloo using K.Zucker's Napoleonic system. Reprinted from OSG. K.Zucker'83										
<b>Jutland, 1st</b>		106467		\$35.00	V.Good	FB	OoP			1
Missing 3 DD/CL counters; ID included. Counter backsides marked litely on most counters. 3 sets of Hit Record/Search Sheets included (only). TRC & CRT well used. One of 2 maneuver gauges cracked & repaired. 1 of 2 range finder gauge missing its longer range half. 3 box corners repaired & box shows evidence of improper storage. ■ Excellent, RECOMMENDED gm of situation in N.Sea, May 1916. Miniatures-style "board" game of the one potentially decisive naval engagement of World War I, Jutland, in May of 1916. Had the Germans succeeded in their plan to ambush a portion of the British fleet, the British may have lost dominance and created havoc for the shipping-dependent, island nation. Players plot their movement for potentially the entire game on a search map, then execute their plan turn by turn, hoping to catch the otherside unawares. If the two sides do find each other, a tactical battle ensues. Each ship of both navies of armored cruiser and above is represented by a 0.5x2" long counter (in place of miniatures), and are maneuvered on any flat surface (like, say, a ping pong table). The beauty of the game, aside from its early date, is both the elegant, pre-plotted search system that allows cat-and-mouse strategies for both sides, and the full-on tactical combat system with step reduction. J.Dunnigan'67										
<b>Knights of the Air</b>		102400		\$32.99	**	Excell	BC	**	OoP	1
Price tag remnant on box cover & scotch tap remnant on 2 side panels & box btm. ■ Mod complex gm of aerial combat during last 15 months of WW1 including many mission types. '87										
<b>Kriegspiel</b>		106948		\$18.00	Excell	BC	OoP			6
Complete. Slipcased box. Some scuffs & marks on outer sleeve. Components very clean. ■ The ultimate ripoff, mainly for being a cheap knock off of others' good ideas. RIP 1970.										
<b>Longest Day</b>		106908		\$350.00	**	Mint	GB	**	OoP	Err 2
40 counters loose from tree in strips. 2 box corners split & repaired (twice); box btm edges scuffed. Components very clean. ■ Huge & weighty 7-map game of the first few weeks of combat after D-Day, thru the time of the Allied breakout in August.. Grand tactical lvl w/ a very clean, enjoyable game system the considers Allied interdiction of troop & supply movmenet thruout France. 1500+ counters, company-btm level, 2km/hex, 1day/turn. Uses a programmed instruction rulebook with 5 major scenarios & campaign game. RECOMMENDED, esp. for team play. R.Red'80										
<b>Luftwaffe</b>		396		\$25.00	**	Excell	BC	**	OoP	4
Some rules corner wear. Includes several strategy articles. Slipcased. ■ Stylized air war over Germany, 43-45. Allied player plots bomb attacks each monthly turn with the goal of bombing every target in occupied Europe to win. L.Zocchi'70										
<b>Luftwaffe</b>		106961		\$25.00	**	Excell	BC	**	OoP	4
Slipcased. Very clean. ■ Stylized air war over Germany, 43-45. Allied player plots bomb attacks each monthly turn with the goal of bombing every target in occupied Europe to win. L.Zocchi'70										
<b>Luftwaffe</b>		104669		\$19.00	**	V.Good	BC	**	OoP	4
All units present but missing 1 counter (either a blank or a multi-unit marker); 5 units mauled to varying extents by cat, worst is single counter roughed up but no info lost. OoB charts, rules & campaign briefing worn, wrinkled, stained thru use. Map seams show wear (& repairs). Some minor stains on map. Box shows considerable wear. 2 seams completely torn & repaired, structurally intact. ■ Stylized air war over Germany, 43-45. Allied player plots bomb attacks each monthly turn with the goal of bombing every target in occupied Europe to win. L.Zocchi'70										
<b>Luftwaffe</b>		87232		\$22.00	**	Excell	BC	**	OoP	4
Slipcased. Box scuffed. ■ Stylized air war over Germany, 43-45. Allied player plots bomb attacks each monthly turn with the goal of bombing every target in occupied Europe to win. L.Zocchi'70										
<b>Midway ['64]</b>		106501		\$18.00	Good	FB	OoP			4
Sufficiently complete to play, but this is a well-loved, very used copy that might otherwise become parts. Missing 1 battleboard ship counter & 1 main air unit. Rules & battle manual provided as photocopies. Counters worn w/ writing on battleboard ship backsides. All box corners repaired (some crudely). ■ Classic cat & mouse naval game. Simplistic, but exciting.'64										
<b>Midway ['64]: Coral Sea Variant COPY</b>		88613		\$12.00	Excell	n	OoP			4
B&W photocopy of rules full size maps, plus color copy of 2 countersheets, for this kit for Midway'64 providing new search maps, counters & rules for the Coral Sea & other later key battles in the Solomons Sea. Very worthy addition to this venerable game. ■ B&W photocopy of rules full size maps, plus color copy of 2 countersheets, for this kit for Midway'64 providing new search maps, counters & rules for the Coral Sea & other later key battles in the Solomons Sea. Very worthy addition to this venerable game.										
<b>Midway ['92]</b>		103301		\$32.00	**	Excell	LB	**	OoP	4
Missing 5 (all) blanks, otherws complete & clean. Box mildly scuffed. ■ Revamped Midway w/ much more color & detail but w/ similar, simple & fast mechanics. Good game for beginners. Includes lots of battleships to fight hypothetical surface actions. '92										
<b>Origins of World War II</b>		438		\$35.00	Excell	BC	OoP			6
Includes B&W photocopy of Pacific Origins variant. Some box scuffs. ■ Simple 2-5 player game of the diplomatic chain of events in the 30s that set the stage for WW2. Simple, fast playing and very suitable to classroom play. J.Dunnigan'71										
<b>Origins of World War II</b>		85775		\$24.00	Excell	BC	OoP			6 5
Simple 2-5 player game of the diplomatic chain of events in the 30s that set the stage for WW2. Simple, fast playing and very suitable to classroom play. J.Dunnigan'71										
<b>Panzer Leader</b>		106952		\$80.00	**	Mint	BC	**	OoP	2
2 box btm side panels ocreased enough to show a horizontal crack on both box sides; box remains structurally intact. Minor scuffs on box cover. Components cherry. ■ Long a popular game of low level tactical armored combat on the western front late in World War II. Sequel & companion game to earlier Panzerblitz. 12 scenarios. D.Clark, N.Smith'74										
<b>Panzer Leader 1940 Variant COPY</b>		100977		\$15.00	Excell	n	OoP			2
Color photocopy of countersheet plus 17pg b&w photocopy of rules & scenarios from Gen 15/2. 10 scenarios, counters & historical commentary adding units from 1940 campaign to Panzer Leader. '81										
<b>Panzer Leader 1940 Variant kit</b>		99665		\$39.00	Mint	n	OoP			2
Original, mint copy of counters plus photocopy of rules from Gen 15/2. ■ Original, mint copy of counters plus photocopy of rules from Gen 15/2. 10 scenarios, counters & historical commentary adding units from 1940. '81										
<b>Panzerblitz</b>		106485		\$75.00	Excell	BC	OoP			2
Complete. Handful of units missing the colored but blank backside surface. All units marked with an O to denote game set. Rules & scenarios clean. Slight wear to box & boards. Otherwise EX. ■ Granddaddy of tac lvl gms. Covers platoon lvl combat on the East front. '41-44. JD'71										
<b>Panzerkrieg, 2nd</b>		469		\$28.00	Excell	BC	OoP			4
w/ 2 Victory Gms counter trays. ■ Reprint of OSG game; later reprinted again by WWW. 9 scenario game of specific campaigns across all of south Ukraine (Kiev south), Aug 1941-March 1944, at div/corp lvl. 9th scenerio (Manstein Alternative to Kursk) is unique to AH version. 520 counters. J.Prados'83										
<b>Princess Ryan's Star Marines</b>		80001		\$42.00	**	New	LB	**	OoP	1 6

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surcharge Flag	General	Box	Out-of	Errata	Game #-of		
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale	Plyrs
Large, colorful card-based game for 1-6 players. Star marine teams cooperate to combat Imperial Guard troops, while only 1 player's team can win. Low complexity, hi solitaire suitability.										
<b>Siege of Jerusalem, 2nd</b>		<b>106086</b>		<b>\$125.00</b>	<b>New</b>	FB	OoP		2	
Shrinkwrapped & clean. ■ Huge, complex but richly detailed game of 4-legion Roman siege of Jewish held city, 70AD, w/ colorful map & detailed OoB. Reprint of 1976 game. B.Singaglio'89										
<b>SL: Squad Leader BUNDLE</b>		<b>95957</b>		<b>\$179.00</b> **	<b>Excell</b>	LB **	OoP		2	
BUNDLE of 4 GAMES plus addtl kits & scenarios. Includes (1) #521 Sqd Leader 2nd (7pgs of rules highlighted, 5% punched, few spots on white markers); (2) #522 Sqd Leader 4th RULES mint; (3) #526 GI Anvil of Victory 1st mint (4) #527 GI Anvil 2nd RULES mint (5) #524 Crescendo of Doom mint; (6) #525 Cross of Iron 1st including unmounted boards 1-4, handful of counters loose from tree; (7) #6763 Cross of Iron 2nd RULES mint; (8) Blood & Sand kit from Wargamer#30 w/ map & 3 Pacific scenarios; and (9) 1 lb. of various scenarios & strategy articles from the General & other mags. ■ BUNDLE of 4 GAMES plus addtl kits & scenarios. Includes (1) #521 Sqd Leader 2nd (7pgs of rules highlighted, 5% punched, few spots on white markers); (2) #522 Sqd Leader 4th RULES mint; (3) #526 GI Anvil of Victory 1st mint (4) #527 GI Anvil 2nd RULES mint (5) #524 Crescendo of Doom mint; (6) #525 Cross of Iron 1st including unmounted boards 1-4, handful of counters loose from tree; (7) #6763 Cross of Iron 2nd RULES mint; (8) Blood & Sand kit from Wargamer#30 w/ map & 3 Pacific scenarios; and (9) 1 lb. of various scenarios & strategy articles from the General & other mags.										
<b>Squander</b>		<b>546</b>		<b>\$25.00</b> **	<b>Excell</b>	LB **	OoP		A	M
Multiple, light diagonal creases on box btm & also on mapboard. 1 corner dinged & repaired. 2 side panel tears repaired. ■ Extremely simple gm of reverse Monopoly in which players strive to be first to SPEND all their money. Suitable to young kids & the whole family, but rather mindless (like Monopoly). Rare. '65										
<b>Starship Troopers [76]</b>		<b>98083</b>		<b>\$19.00</b>	<b>Excell</b>	BC	OoP		2	
Counters intermixed. Game label on end panel. Very clean otherwise. ■ Simple, fun gm of aliens v humans based on the novels by R. Heinlein. R.Reed76										
<b>Starship Troopers [76]</b>		<b>99164</b>		<b>\$30.00</b>	<b>Mint</b>	BC	OoP		2	
Cherry aside from some box edge scuffing, edgewear & a 2" crease on box btm. ■ Simple, fun gm of aliens v humans based on the novels by R. Heinlein. R.Reed76										
<b>Stonewall in the Valley</b>		<b>45922</b>		<b>\$75.00</b>	<b>New</b>	BC	OoP		4	
Rgt/div lvl gm of campaign in Shenandoah Valley, Mar-Jun 1862. 4th in GBACW series. '95										
<b>Stonewall in the Valley</b>		<b>96396</b>		<b>\$49.00</b>	<b>Excell</b>	BC	OoP		4	
No counter tray. 2 maps edges trimmed to mate. Pin holes in corners of maps. Otherwise clean. ■ Rgt/div lvl gm of campaign in Shenandoah Valley, Mar-Jun 1862. 4th in GBACW series. '95										
<b>Tactics II [73]</b>		<b>106555</b>		<b>\$22.00</b>	<b>Excell</b>	FB	OoP		4	
Complete. Thin box. Couple of minor stains on map, several lite minor stains on box cover. Others EX. ■ Ancient classic for beginners. Limited number of units, standard & simple game mechanics, as well as options for tricks like amphibious assaults & paratroops, the game has value in introducing novices to gaming (not that there aren't better vehicles to do so). '73										
<b>Third Reich, 1st</b>		<b>105771</b>		<b>\$20.00</b>	<b>V.Good</b>	BC	OoP		6	6
Complete. 1st edition. Overall lite wear to most components thru use. ■ First of 5 iterations of this now long standing classic of WW2 in Europe at a strategic level. Includes economics, air & naval. Simple mechanics mask a system rich with possibilities. J.Prados74										
<b>Third Reich: ERRATA</b>		<b>95954</b>		<b>\$2.50</b>	<b>Excell</b>	n	OoP		6	6
23pgs of Q&A errata compiled from the AH General & TR Gamers Guide. Clean, 1-sided photocopy. ■ 23pgs of Q&A errata compiled from the AH General & TR Gamers Guide. Clean, 1-sided photocopy.										
<b>Tyranno Ex</b>		<b>53504</b>		<b>\$25.00</b> **	<b>New</b>	LB **	OoP		1	M
Simpler gm of species development & competition. Good for kids & family play.										
<b>U-Boat [61 Cardboard]</b>		<b>98682</b>		<b>\$29.00</b>	<b>V.Good</b>	FB	OoP		1	
w/cardboard ships. Missing 1 of 3 identical U-Boat counters. Some sml box edge abraisions. Others v clean. ■ w/cardboard ships. Simple game of cat & mouse between UBs seeking entry into convoy zone & destroyers trying to stop them in any manner they can. '61										
<b>UFO</b>		<b>104649</b>		<b>\$15.00</b>	<b>New</b>	BC			A	M
Very simple family game of alien invasion of Earth for 2 players. 2pgs of rules & suitable for most everyone. As the alien, you try to invade the earth by hiding behind things in the heavens, slowly approaching the Earth. As Earth, you must locate the invading fleet wherever they are hiding. '78										
<b>Verdict</b>		<b>86835</b>		<b>\$39.00</b>	<b>V.Good</b>	FB	OoP		A	
3 corners repaired. Sml puncture on box face. Sml marr & some writing on box cover. Components clean. ■ The original Perry Mason game; less developed predecessor of Verdict II. Simple gm of courtroom sparring over rules of law, evidence & courtroom drama. Extremely rare. '59										
<b>War at Sea 2nd</b>		<b>99223</b>		<b>\$24.00</b>	<b>V.Good</b>	FB	OoP		6	
Missing 1 ship counter, ID included. Box edges scuffed, tape remanant on 4 box sides. Others EX. ■ Simple but fun gm of naval btl for the Atlantic thruout WW2. Great BEGINNERS game. This is the 1st AH edition of this game (previously published by Jedko). J.Edwards76										
<b>Waterloo, 1st</b>		<b>106468</b>		<b>\$39.00</b>	<b>V.Good</b>	FB	OoP		4	
Thick box. Missing 1 unit; ID included. Minor box edge wear. Others EX. ■ One of the early classics. Covers the 3 day engagement near Waterloo at div level using standard AH game mechanics. '62										
<b>We The People</b>		<b>94482</b>		<b>\$70.00</b> **	<b>Excell</b>	LB **	OoP		6	
30% punched & complete, one box corner repaired. Others mint. ■ Simple game with excellent replay value using stand-up pieces & cards. Intended as beginners game, but HIGHLY RECOMMENDED for all. Strategic level coverage of revolutionary war, 1775-83 in 2-3hrs with play driven thru two card decks, one of strategy & the other of battle. M.Herman'93										
<b>Word Power</b>		<b>661</b>		<b>\$10.00</b> **	<b>Excell</b>	BC **	OoP		A	4
Slipcased, outer sleeve scuffed. ■ Family word game of synonyms & antonyms. Has an elementary, family & 'scholars' game versions. '67										
<b>AH 3M Reprints</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Image 2nd</b>		<b>88107</b>		<b>\$10.00</b>	<b>Excell</b>	BC	OoP		A	6
Simple family gm for 2-6 in which players think of people who match characteristics of various cards played by everyone that indicate time, place, activity, alive/dead, etc. Score more points the greater the number of qualifying cards.										
<b>AH Avalon Hill GENERAL Mag</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>GENERAL Magazines</b>		<b>95828</b>			<b>V.Gd or Better</b>	n	OoP		Z	
Looking for a General Magazine? A relative few with detailed descriptions are listed here but see our MAG-ONLY PRICE LIST for a complete & succinct listing: <a href="http://www.FineGames.com/text/mag_prc.pdf">www.FineGames.com/text/mag_prc.pdf</a>										
<b>General Magazine 17/2</b>		<b>99237</b>		<b>\$14.00</b>	<b>Excell</b>	n	OoP		Z	
No insert. ■ ARTICLES ON: Cross of Iron overview; guide to AH's PC software (now ancient history); Waterloo variant scenario for 15 June; interview w/ Frank davis; Crescendo of Doom clarifications; Victory in the Pacific replay. '80										
<b>General Magazine 1988 Special Issue</b>		<b>84227</b>		<b>\$15.00</b>	<b>Mint</b>	n	OoP		Z	
1988 special issue. ARTICLES ON: 15th Air Force variant for B-17 w/ map; Midway '64 replay; American play in Pax Britannica; tactics in Wooden Ships & Iron Men; FLIGHT Leader vocabulary; Panzer Leader scenario analysis; Afrika Korp KO in Round 5 German plan; Waterloo variant adding realism; Up Front movement options; Invading Norway in 3rd Reich 3rd; Kingmaker strategy; Titan design notes; ASL scenario H. '88										
<b>General Magazine 29/5</b>		<b>71760</b>		<b>\$6.00</b>	<b>New</b>	n	OoP		Z	
Inserts. w/ ARTICLES ON: native policy in New World; non-player nations in New World; use of cavalry in the Great Campaigns of Am Civil War series; Stonewall Jackson's Way by mail; Turkish options in Empires in Arms; Myths of Pearl Harbor; Avaloncon '94; Operation Crusade PC (Hell Fire Pass) replay; opening German moves in Battle of the Bulge '92; Colonial Diplomacy designer notes; Flight Commander 2 preview. '94										
<b>AH Battline Reprints</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Air Force, 1st</b>		<b>87</b>		<b>\$19.00</b>	<b>Excell</b>	FB	OoP		1	
NOTE: This is the rebranded reprint by AH, not the redeveloped 2nd edition. 6 counters (1%) punched. Rules highlighted in yellow. 8 Logs & main tables chart professionally laminated. Box mildly spotted. ■ Good game of air-air combat in Europe, '43-45, between western allies & Germany.										
<b>Air Force, 1st: Expansion Kit</b>		<b>80670</b>		<b>\$60.00</b>	<b>Mint</b>	FB	OoP		1	
Rebranded to AH. Rules highlighted in yellow. 42 counters fallen from tree in strips. 4 logs professionally laminated. Others mint. ■ Adds French, Italian, Soviet aircraft & expands German, Brit, US & Jap air forces. Hard to find & interesting expansion kit for this game of air-air combat in Europe & the Pacific.										
<b>Dauntless 1st</b>		<b>90</b>		<b>\$25.00</b>	<b>Mint</b>	FB	OoP		1	
Rules highlighted in yellow. 8 log sheets & main tables chart professionally laminated. ■ Good Air-air/ship combat in Pacific, '41-45. Complete game that mates w/ AF & Exp.										
<b>Machiavelli, 1st PARTS</b>		<b>77224</b>		<b>\$6.00</b>	<b>Excell</b>	n	OoP		8	M
Partial counterset, only. Missing 177 counters (8 fleet units for ea of 8 players; all blanks, 12 per player; all 7 green + 1 tan assassination markers; #1 army for each player; Green #4 garrison unit. #2 & 7 armies, #1 garrison for all players marred with paint on one side.										
<b>Samurai</b>		<b>502</b>		<b>\$35.00</b>	<b>Excell</b>	BC	OoP		6	4

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surcharge	General	Box	Out-of	Errata	Game #-of		
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale	Plyrs
Rules highlighted in yellow. Others EX. ■ 2-8 player board game of power politics in feudal Japan. Players each seek to become the dominant power on the Japanese islands between the 12-17th century using military might, alliances, deception & treachery. Modeled after Kingmaker but not as successful. This is the AH reprint of the Battline edition with no substantive changes. D.Campagna'80										
<b>Samurai</b>		<b>106495</b>		<b>\$35.00</b>	<b>Excell</b>	BC	OoP		6	4
Large, oblong 5" stain on box cover. Game otherwise clean & EX. ■ 2-8 player board game of power politics in feudal Japan. Players each seek to become the dominant power on the Japanese islands between the 12-17th century using military might, alliances, deception & treachery. Modeled after Kingmaker but not as successful. This is the AH reprint of the Battline edition with no substantive changes. D.Campagna'80										
<b>Tritreme 2nd</b>		<b>103427</b>		<b>\$29.00</b>	<b>V.Good</b>	BC	OoP		1	
Rules & charts show some soiling & wear thru use with various isolated stains. Box scuffed, price tag on cover, with several stains & light discoloration. Perfectly servicable. ■ Reprinted from BL. 2 separate games: Fleet game w/ 4pgs rules & sequential movement; Ship game w/ more detail & si-move. Ship-ship combat, 494BC - 370AD in 10 historical & build-your-own scenarios. E.Smith, A.Hendrick'80										
<b>AH International</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>First Blood, Guadalcanal Campaign</b>		<b>6531</b>		<b>\$25.00</b>	<b>Mint</b>	n	OoP		2	
Sml gm of the land campaign for Guadalcanal, Spt'42-Jan'43 in Weekly turns. S.Llewellyn'91										
<b>AH Victory Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>1809</b>		<b>85948</b>		<b>\$38.00</b>	<b>Excell</b>	BC	OoP		4	
No counter tray. Few isolated stains & spots. ■ 2 battle & 2 campaign scenario game of Napoleon's defense against renewed Austrian attacks exploiting France's involvement in Spain in 1809. Sml # of active units, but sweeping scope to game across 3 pretty maps. Div level. One of Zucker's Napoleonic series. K.Zucker'84										
<b>2nd Fleet</b>		<b>103536</b>		<b>\$70.00</b>	<b>V.Good</b>	BC	OoP		2	
No counter tray; missing 1 (of 2) aircraft counters of a specific type (ID included); also missing 10 blanks; otherwise complete. Slight wear & isolated spots. Light scent of tobacco. Others EX. ■ Sophisticated gm of naval, air & sub combat in N.Atlantic using outstanding Fleet series system. 9 scenarios & campaign. HIGHLY RECOMMEND. J.Balkoski'86										
<b>3rd Fleet</b>		<b>103278</b>		<b>\$66.00</b>	<b>Excell</b>	BC	OoP		2	
No counter tray, otherwise complete & very clean. ■ Last in VG's acclaimed, 5-game Fleet series. Covers 3 separate areas: Pacific, Carribean & E.Atlantic oceans. Includes Latin American navies, as well as those from western Europe. 12 scenarios (many played on 1 map) depict Soviet raiders, commando landings, interdictions, amphibious assaults, attacks on the Aleutian Islands, and World War II in the Caribbean & North Atlantic. 740 counters, 3 maps. J.Balkoski'90										
<b>3rd Fleet</b>		<b>103700</b>		<b>\$64.00</b>	<b>Excell</b>	BC	OoP		2	
No counter tray, missing 4 blanks (all units & markers present), otherwise complete. Some lite, minor stains & scuffs to box, otherwise EX. ■ Last in VG's acclaimed, 5-game Fleet series. Covers 3 separate areas: Pacific, Carribean & E.Atlantic oceans. Includes Latin American navies, as well as those from western Europe. 12 scenarios (many played on 1 map) depict Soviet raiders, commando landings, interdictions, amphibious assaults, attacks on the Aleutian Islands, and World War II in the Caribbean & North Atlantic. 740 counters, 3 maps. J.Balkoski'90										
<b>5th Fleet</b>		<b>103534</b>		<b>\$75.00</b>	<b>V.Good</b>	BC	OoP		2	
No counter tray; missing 7 blanks, 2 generic markers (ID included), otherwise entirely complete & all units present. Has distinct tobacco scent. Box edges worn at corners & scuffed. Others EX. ■ Sophisticated game of air, naval & submarine combat in the vast Indian Ocean (including the Middle Eastern oil fields). 4th in the outstanding Fleet series. 12 scenarios, 3 maps, over 500 counters. RECOMMENDED. J.Balkoski'86										
<b>6th Fleet</b>		<b>104738</b>		<b>\$79.00</b>	<b>Excell</b>	BC	OoP		2	
No counter tray, otherwise complete. Sml amt of rules hitting in yellow. Some scuffs to box btm, sml scrapes to box cover. ■ 1st in series of 5 EXCELLENT operational air-sea battles games. Interactive system keeps players on their toes & sweating. Covers Mediterranean. This game is esp bloody as so many small craft from many nations involved! 4 basic, 4 intermediate & 6 adv scenarios. RECOMMENDED. J.Balkoski'85										
<b>Ambush</b>		<b>107198</b>		<b>\$65.00</b>	<b>Excell</b>	BC	OoP		2	1
No counter tray. Others Cherry. ■ Solitaire game of squad level combat in France '44 using paragraph system. German actions generated using slick para & mission card system. RECOMMENDED. E.Smith, J.Butterfield'83										
<b>Civil War, 1861-1865</b>		<b>104237</b>		<b>\$99.00</b>	<b>Mint</b>	BC	OoP		6	
No counter tray. Slight concave creases along 2 box edges on cover. Others very clean & unused. ■ Classic, comprehensive game of all of US Civil War including the Far West. Awarded Best Pre-20th Cent game in '83. Yearly scenarios & campaign gm. Emphasis on command & leadership. HIGHLY RECOMMENDED. E.Smith '83										
<b>Counter Tray, VG Style Bookcase Tray</b>		<b>39914</b>		<b>\$2.00</b>	<b>Good</b>	n	OoP		Z	
Side dice panel cut off & discarded. 2pc Victory Game's bookcase style. ■ Victory Games' 2pc style counter tray. Has 16 1.25x2" compartments (plus space for 4d6). Best style for active sorting of counters during play as it minimizes risk of the "catapult effect" of 1pc/foldover designs.										
<b>Counter Trays, VG Style 5-Pak of Trays</b>		<b>104238</b>		<b>\$15.00</b>	<b>Excell</b>	n	OoP		Z	
FIVE PACK of 2pc Victory Game's bookcase style. Colors of base may vary. 16 comparmts (+4 d6 dice compartments), with clear separate lid. Best tray made for sorting counters during play.										
<b>Counter Trays, VG Style 10-Pak of Trays</b>		<b>96623</b>		<b>\$25.00</b>	<b>Excell</b>	n	OoP		Z	
TEN PACK of 2pc Victory Game's bookcase style. Colors of base may vary. 16 comparmts (+4 d6 dice compartments), with clear separate lid. Best tray made for sorting counters during play.										
<b>Counter Trays, VG Style 20-Pak of Trays</b>		<b>97684</b>		<b>\$45.00</b>	<b>Excell</b>	n	OoP		Z	
TWENTY (20) PACK of 2pc Victory Game's bookcase style counter trays. 16 1.25x2" compartments. This style is excellent for sorting counters during play but must be taped for secure storage. Colors of base may vary.										
<b>Gulf Strike, 1st</b>		<b>106492</b>		<b>\$45.00</b>	<b>Mint</b>	BC	OoP		2	
No counter tray. Box cover concaved w/ 3" edge tear on box btm repaired. ■ Complex, detailed game of air-land-sea warfare around the Middle-East & critical Persian Gulf shipping areas in multiple scenarios. Includes 910 counters, 3 maps; 2days/turn, 28km/operational hex; btlm/brig/ level. Orig rules have 5 scenarios, later 2nd ed added new units/values, scenarios & errata bringing game up to '88; 3rd ed added OoB & set of scenarios for Desert Shield play (1991). M.Herman'81										
<b>Gulf Strike, Desert Shield Kit</b>		<b>70239</b>		<b>\$10.00</b>	<b>V.Good</b>	n	OoP		2	
Missing 17 units (including entire French force; IDs & color counter scan included) & 6 blanks. Others EX. ■ Rules & complete counter set. Kit that updated this game to cover the 1991 Gulf War with an extensively revised OoB.										
<b>James Bond 007, Goldfinger</b>		<b>91342</b>		<b>\$15.00</b>	<b>Mint</b>	SC	OoP		1	
Light spotting to counters & cover of rules. Others mint. ■ Stand-alone, simple board game based on the car chase scene in the movie. Bond disposes of his captor-guard via ejection seat, then is chased by 4 cars around the Auric Enterprises compound. Can he escape? G.C.King'85										
<b>Mosby's Raiders</b>		<b>102583</b>		<b>\$59.00</b>	<b>Mint</b>	BC	OoP		4	1
No counter tray, otherwise complete. Straight, substantial crease along 2 box margins on both top & btm of box, deforming shape but not integrity of box; tape remanents on side panel & btm, with small removal mar. Contents clean. ■ Straight, substantial crease along 2 box margins on both top & btm of box, deforming shape but not integrity of box; tape remanents on side panel & btm, with small removal mar. Contents clean. Solitaire gm of Mosby's guerilla cavalry that became legend by harassing Union rear. Lo complexity, fast play w/ colorful components set in Virginia. EL.Smith'85										
<b>Omaha Beachhead, Battle for the Bocage</b>		<b>106937</b>		<b>\$35.00</b>	<b>New</b>	BC	OoP		2	
Shrinkwrapped. ■ Btlm level game of D-Day to D+10. Modest complexity. J.Balkoski'87										
<b>Open Fire</b>		<b>106951</b>		<b>\$39.00</b>	<b>Mint</b>	BC	OoP		1	1
No counter tray. Minor bowing of one box side panel. Components cherry mint. And when we say "like new," we do NOT mean it has been played; it is "like new." ■ Solitaire game of armored combat in France. Player assumes command of platoon of US units opposed by unpredictable German resistance. 6 mission types w/ roll-your-owns. G.Klug'88										
<b>Pacific War</b>		<b>106958</b>		<b>\$125.00</b>	<b>** Mint</b>	DC **	OoP	Err	6	
No counter trays. Others cherry mint. ■ Complex game, but perhaps THE best game on Pacific theatre. Includes 2 maps covering the entire Pacific, 2340 counters, 20 scenarios of varying complexity & scope, from battles to the entire war, a streamline logistics system, & fully integrated air ground & naval operations. Land units vary from btlm to army level, capital ships are 1/counter. 100mi/hex, monthly turns (daily movement). M.Herman'85										
<b>Pacific War</b>		<b>58715</b>		<b>\$69.00</b>	<b>** V.Good</b>	DC **	OoP		6	
Missing 2 markers, ID included. No counter tray or d10. Box shows wear w/ scuffs & couple minor corner dings + 2 2" seam tears. Some yellow highlighting in rules and some stains on back cover. Map corners reinforced with multiple layers of magic tape. Separation damage to a few units. Others EX. ■ Complex game, but perhaps THE best game on Pacific theatre. Includes 2 maps covering the entire Pacific, 2340 counters, 20 scenarios of varying complexity & scope, from battles to the entire war, a streamline logistics system, & fully integrated air ground & naval operations. Land units vary from btlm to army level, capital ships are 1/counter. 100mi/hex, monthly turns (daily movement). M.Herman'85										
<b>Tokyo Express</b>		<b>103699</b>		<b>\$75.00</b>	<b>Excell</b>	BC	OoP		2	1
No counter tray. 5% punched, but missing 28 blanks; all actual markers & ship counters present. Scotch tape on 2 box sides & btm. ■ Med to complex, 1-2 player game of nighttime naval battles around Guadalcanal. 4 historical & 7 what-if scenarios plus scenario generator. First rate components. 10min/turn, 1500yd/hex, 1-2 players. RECOMMENDED. '87										
<b>Alea Magazine (Ludopress)</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Africa 1859-60 #28</b>		<b>93469</b>		<b>\$18.00</b>	<b>New</b>	n			4	
Mag & Game. Game of Spanish colonial wars, 1859-60, against Morocco. Btlm level, with several key battles played on different area move maps. Mag & components printed in Spanish. '03										

Email us anytime at M.Dean@FineGames.com, phone 541-756-4711 between 10am-9pm PST, FAX (702) 926-5205, or write 2078 Madrona St., North Bend OR 97459-2143 USA.

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surcharges	General	Box	Out-of	Errata	Game #-		
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale	Plyrs
<b>Bizkaya 1937 #26</b> Mag & Game. Includes English rules translation. Gm in the battle of Bizkaya, 1937, as the Nationalists launch an offensive during Spanish Civil War. Brig level. Map & counters printed on inside cover of mag. Mag & all components printed in Spanish. '07		94081		\$25.00	New	n	OoP		4	
<b>Guadalajara 1937, Entre dos Banderas# 14</b> Mag + Game. w/64pg mag. Operational level game of the pivotal battle in the Spanish Civil War for Guadalajara, 1937. Includes 160 die cut counters. 1.5km/hex, btn level. ALL mag content in Spanish; English rules translation included & also avail at www.Grognard.com.		93458		\$18.00	New	n	OoP		4	
<b>Inferno Verde, Vietnam 1967 # 15</b> GameOnly. Game only. Green Inferno game covers the Vietnamese War in the Highlands, 1967. Two grand tactical scenarios covering two battles on 2 maps. Includes 200 die cut counters. Rules content is in Spanish; English rules translation included plus avail at www.Grognard.com.	GmOnly	102995		\$15.00	New	n			3	
<b>La Batalla de Las Navas #34</b> Mag & game. Spanish-produced, Spanish-language mag & game (English rule translation available by download). Game covers a key battle in 1212 as the Christians press home their attempt to re-capture the Iberian Peninsula from the Muslims. Counters are die-cut. English rules translation included & also available from Grognard.com '11		102989		\$33.00	New	n			3	
<b>Nordkapp, Los Convoyes del Artico # 29</b> Mag & game. ■ Mag + Game. w/44pg mag. Nordkapp is a 2-player game of the convoy battles in the Arctic, 1942-45. The Germans attempt to sink merchant ships, while the Allies try to get goods thru to the USSR or sink one of the German capital ships. Hex based, individ ship counters. ALL mag components printed in Spanish; English rules translation included. Color counters included in mag, and must be mounted & cut apart. Also includes Libertadores, a game of 2 tactical battles in Spain in 1818. Rules translations available at www.Grognard.com. '04		102987		\$17.00	New	n			4	
<b>Operation Nabopolasar, Kuwait 1991 #10</b> Mag & Game. English translated rules; mag & all other components in Spanish. Game of hypothetical grand tactical combat had allied forces attacked fortified Iraqi forces in Kuwait, 1991. J.Tortosa'91		94079		\$25.00	New	n	OoP		3	
<b>Shadow of the Eagle: Medellin 1809 #16</b> Mag & Game. Includes English rules translation. Gm in the SotE series of battles in Iberia during the Napoleonic Wars. Tac VI. All original components in Spanish. J.A.V. Zuniga'93		94589		\$18.00	New	n			3	
<b>Tercios 1490-1690 #30</b> Mag & Game. Game of several battles in which the Spanish were involved of the Renaissance era: Tunez 1535, Otumba 1520, San Quintin 1557, Nieuport 1600. Mag & game printed in Spanish.		102991		\$18.00	New	n			3	
<b>Alnavco Inc.</b>		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com					FAX (702) 926-5205 anytime	
<b>Seapower II Mini Rules</b> Has two price tags on box cover, and box was sealed w/ Magic tape; otherwise exceptionally clean for a 40+year old game in a flimsy box. ■ Comprehensive mini rules systems designed for 1:1200 to 1:2400 naval minis & engagements of any size for the period 1885-1945. Includes data from both the WWI (1910-20) and WWII (1920-1945) eras. '76		106941		\$35.00	Mint	BC	OoP		1	
<b>Amarillo Design Group</b>		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com					FAX (702) 926-5205 anytime	
<b>Federation and Empire: ISC War</b> Kit adding the ISC (Interstellar Concordium) to F&E. Includes OoB, structure, ship characteristics & scenarios. '11		103804		\$39.00	New	Fo			2	8
<b>Federation and Empire: Strategic Operatns</b> Kit for F&E that includes 100+ new ship & ship concepts from later years of the General War. Also includes rules for engineer construction, diplomacy, survey ships, sector bases, hospital ships, etc. '06		105046		\$18.00	New	Fo			2	8
<b>Federation Commander, Klingon Border</b> First game in an entirely new series that takes the Star Fleet Battles system (& the Star Trek universe) into the 21st century. Designed as a fast playing game of starship combat & space exploration, with the graphic standards of 2005. 256 1" counters, 48pgs of rules total, 1 hour for a one-on-one starship duel. S.Cole'05		101957		\$42.00	** New	HC	**		9	M
<b>Federation Commander, Romulan Border</b> Second game in an entirely new series that takes the Star Fleet Battles system (& the Star Trek universe) into the 21st century. Covers the Romulans. Designed as a fast playing game of starship combat & space exploration, with the graphic standards of 2006. 1" counters, 48pgs of rules total, 1 hour for a one-on-one starship duel. '06		101160		\$44.00	** New	BC	**		9	M
<b>Federation Commander: Distant Kingdom</b> Adds new alien empires, the Lyrans, Hyrdans & Wyns. '08		103196		\$25.00	New	Fo			9	M
<b>Federation Commander: Klingon Space Kit</b> Kit intended for those who own Romulan Border & want to secure the unique, additional components of Klingon Border for a lesser price. Packaged in a B&W cover folio, and has all (& only) the components of Klingon Border NOT included in Romulan Border. 256 counters, 16 dbl-sided laminated ship cards, background & scenarios for Klingon Border. '11		102137		\$29.00	New	Fo			9	M
<b>Federation Commander: Line of Battle Kit</b> Expansion kit providing extra double-sided battleship cards to make for a bigger & more powerful fleet. Includes 9 cards for the Fed Mars, Klingon B10, Romulan King Condor, Kzinti Supercat, Gorn Godzilla, Neo-Tholian Warhammer, Lyran Cave Lion, Hydran Monarch & the Seltorian Battlewagon. Also includes 3 scenarios. '08		104970		\$15.00	New	Fo			9	M
<b>Federation Commander: Orion Attack Kit</b> Expansion kit adding 16 new ships w/ 1" counters & color laminated ship diagrams, plus new scenarios & 2 new maps to this new game system. '08		105084		\$20.00	New	Fo			9	M
<b>Federation Commander: Reinfrmnts Attack</b> Kit adding 19 new ships for all the empires, includes counters & color laminated ship cards. Includes among others a Klingon F6B, Romulan K7R, Dzinti destroyer, Gorn DBC battlecruiser, Tholian TK5, Hydran D7H, Lyran Jagdpnther, a battlestation and a sunsnake monster. '13		105085		\$22.00	New	Fo			9	M
<b>Federation Commander: Romulan Attack Kit</b> Kit adding 16 new ship types with 1" counters & ship diagrams, plus new scenarios & 2 map panels. '06		105369		\$23.00	New	Fo			9	M
<b>Federation Commander: Tactics Manual</b> Kit covering strategy & tactics for all empires in the FC system, giving the nuances, strengths & weaknesses of each. Covers the empire itself, the ships, and every weapon & system available, as well as coverage of planetary terrain. Written by a four time national tournament champion. P.Doyle'14		105506		\$22.00	New	Bk			9	M
<b>Federation Commander: Tholian Attack Kit</b> Kit adding 16 new ship types with 1" counters & ship diagrams, plus new scenarios & 2 map panels. '07		105370		\$22.00	New	Fo			9	M
<b>Federation Commander: Transports Attackd</b> Kit focused on the essential but unseen element of the fleet: transports & freighters. Includes 16 dbl-sided dry erase ship cards, 3 freighter cards, scenarios & new rules. '11		104673		\$20.00	New	Fo			9	M
<b>Federation Commander: War &amp; Peace Kit</b> Kit adding new weapons, scenarios counters & ship cards. Also adds 3 new empires: Vudar (a rebellious Klingon subject race), the ISC, Andromedans. Sqd Box 28-30, Boosters 28-30 & Border Box 10 recommended. '10		102127		\$23.00	New	Fo			6	M
<b>Star Fleet Battles Master Rulebook</b> Silver anniversary compilation & revision of all existing rules (from 14 products) into a single v.large, 408pg source. Comes in an unbound 3-hole booklet. '12		106615		\$35.00	New	Bk			4	M
<b>Star Fleet Battles, Stellar Shadow #1</b> The "Sci-Fi" journal of the Star Fleets Battles (& F&E, Fed Commander, Starmada & Call to Arms) world. Contains some fiction plus LOTS of material on bizarre, improbable or impossible ship designs, plus new races, etc. 64pgs. '01		106614		\$8.00	New	n			1	M
<b>Star Fleet Battles: A+ Mod Cptn Yeomn 2d</b> Revision of this kit w/ impulse cards to track game flow, command cards to program intentions & constrain future actions simply, 216 counters, play aids, record forms, etc. '03		106616		\$17.00	New	Fo			1	M
<b>Star Fleet Battles: Advanced Missions 2d</b> Additional 192pgs of rules, 216 counters & 144pg SSD book of charts & tables, plus 20 scenarios & new ships, new weapons. Oh my! '99		104674		\$27.00	New	HC			1	M
<b>Star Fleet Battles: C2 New Worlds 2nd</b> Module dealing with exploration & discovery of new worlds. Adds rules, ships & scenarios for Andromedans, Neo-Tholians & Concordium. '99		105633		\$11.00	New	Bk			1	M
<b>Star Fleet Battles: C3 New Worlds 2nd</b> Module dealing with exploration & discover of new worlds. '99		105508		\$15.00	New	Bk			1	M
<b>Star Fleet Battles: C3a Andremdn Threat</b> Module focused on the mysterious Andromedans - and the fleet intelligence services' mostly wrong-headed assessments of this very foreign race that wil hinder an effective response to their aggression. '11		105377		\$15.00	New	Bk			1	M
<b>Star Fleet Battles: C4 Fleet Training 2d</b> SFB Module w/ 9 new races. '99		103077		\$18.00	New	Bk			1	M
<b>Star Fleet Battles: C5 Magellanic Cloud</b>		106144		\$19.00	New	Fo			1	



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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surcharge Flag	General	Box	Out-of	Errata	Game #-		
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale	Plyrs
SFB Module w/ 6 new races plus details of the Magellanic Cloud & 90 new ships, weapons & tech. '06										
<b>Star Fleet Battles: C6 Lost Empires</b>		<b>106058</b>		<b>\$21.00</b>	<b>New</b>	<b>Fo</b>				1
SFB Module introducing the extinct Paravian & Carnivon empires, presented as they would have been at the time of the General War (save that they no longer exists). Existence of these empires may change the set of oppositions & alliances, and they could exist as edge of the map raiders. 280 counters, 188pgs. '13										
<b>Star Fleet Battles: C6 Lost Empires</b>		<b>106145</b>		<b>\$21.00</b>	<b>New</b>	<b>Fo</b>				1
SFB Module introducing the extinct Paravian & Carnivon empires, presented as they would have been at the time of the General War (save that they no longer exists). Existence of these empires may change the set of oppositions & alliances, and they could exist as edge of the map raiders. 280 counters, 188pgs. '13										
<b>Star Fleet Battles: Captain's Log #37</b>		<b>104679</b>		<b>\$15.00</b>	<b>New</b>	<b>Bk</b>				1 M
112pgs of SFB fiction w/ some new scenarios, ships, many new rules & battle framework, etc. '08										
<b>Star Fleet Battles: Captain's Log #38</b>		<b>104939</b>		<b>\$15.00</b>	<b>New</b>	<b>Bk</b>				1 M
120pgs of SFB fiction w/ some new scenarios, ships, many new rules & battle framework, etc. '08										
<b>Star Fleet Battles: Captain's Log #40</b>		<b>106623</b>		<b>\$15.00</b>	<b>New</b>	<b>Bk</b>				1 M
120pgs of SFB fiction w/ some new scenarios, ships, many new rules & battle framework, etc. '09										
<b>Star Fleet Battles: Captain's Log #42</b>		<b>105378</b>		<b>\$15.00</b>	<b>New</b>	<b>Bk</b>				1 M
120pgs of SFB fiction w/ some new scenarios, ships, many new rules & battle framework, etc. '10										
<b>Star Fleet Battles: Captain's Log #43</b>		<b>106227</b>		<b>\$15.00</b>	<b>New</b>	<b>Bk</b>				1 M
120pgs of SFB fiction w/ some new scenarios, ships, many new rules & battle framework, etc. '11										
<b>Star Fleet Battles: Captain's Log #44</b>		<b>105380</b>		<b>\$15.00</b>	<b>New</b>	<b>Bk</b>				1 M
120pgs of SFB fiction w/ some new scenarios, ships, many new rules & battle framework, etc. '11										
<b>Star Fleet Battles: Captain's Log #45</b>		<b>106228</b>		<b>\$18.00</b>	<b>New</b>	<b>Bk</b>				1 M
Enlarged format now with 144pgs of SFB, Fed Commander, Starmada & Fed & Empire fiction w/ new scenarios, ships, many new rules & battle framework, etc. '12										
<b>Star Fleet Battles: Captain's Log #46</b>		<b>104682</b>		<b>\$18.00</b>	<b>New</b>	<b>Bk</b>				1 M
Enlarged issue of SFB fiction w/ some new scenarios, ships, many new rules & battle framework, etc. '13										
<b>Star Fleet Battles: Captain's Log #47</b>		<b>104054</b>		<b>\$18.00</b>	<b>New</b>	<b>Bk</b>				1 M
Enlarged issue of SFB fiction w/ some new scenarios, ships, many new rules & battle framework, etc. '13										
<b>Star Fleet Battles: Captain's Log #48</b>		<b>106406</b>		<b>\$18.00</b>	<b>New</b>	<b>Bk</b>				1 M
Enlarged 144pg issue of SFB fiction w/ some new scenarios, ships, many new rules & battle framework, etc. Subtitled 'Battle With Tribbles.' Covers Star Fleet Battles, Federation Commander, Call to Arms, Starmada, F&E & more. '14										
<b>Star Fleet Battles: Captain's Log #49</b>		<b>105691</b>		<b>\$18.00</b>	<b>New</b>	<b>Bk</b>				1 M
Enlarged 144pg issue of SFB fiction w/ some new scenarios, ships, many new rules & battle framework, etc. Star Fleet Battles, Federation Commander, Call to Arms, Starmada, F&E & more. '14										
<b>Star Fleet Battles: E2 Module Tri Galaxy</b>		<b>99494</b>		<b>\$8.00</b>	<b>New</b>	<b>Fo</b>				6 M
Module adding a new galaxy, new weapons & 3 new races: arachnids, Helgardia & Mallarans, each with unique technology & ships. '11										
<b>Star Fleet Battles: E3 Module Borak Leag</b>		<b>105536</b>		<b>\$10.00</b>	<b>New</b>	<b>Fo</b>				6 M
SFB prototype supplement describing an entirely new empire, the Boraks, who were destroyed before they became a real threat. J.Gray'11										
<b>Star Fleet Battles: E4 Module</b>		<b>106628</b>		<b>\$9.00</b>	<b>New</b>	<b>Fo</b>				6 M
Some light scuffs on the cover as it was shipped from publisher not shrinkwrapped. ■ SFB prototype supplement describing an entirely new empire, the Peladine Republic. 110pg, with background, special rules, charts & lots of SSDs. '12										
<b>Star Fleet Battles: F1 Jindarians 2nd</b>		<b>104869</b>		<b>\$11.50</b>	<b>New</b>	<b>Fo</b>				8
Reprinted supplement covering the very ancient Jidarian race, who use hollow asteroids as ships & travel in small bands ignoring borders & others' wars. When they move in, you can fight or just move out. '05										
<b>Star Fleet Battles: G3 Master Annexes</b>		<b>105139</b>		<b>\$21.00</b>	<b>New</b>	<b>Bk</b>				1 M
Master data annex for the Alpha Octant of the galaxy. Includes master ship & fighter & gunboard chart, sequence of play, & many other data tables. Plus the first complete Table of Contents for the SFB system. '09										
<b>Star Fleet Battles: G3a Suppl Annex</b>		<b>97187</b>		<b>\$15.00</b>	<b>New</b>	<b>Bk</b>				1 M
More Master Annex! Supplementary rules & addenda, including rules for Alpha Octant, TOC for entire system, summary of abbreviations, Carrier Escort Tableless, Master Scenario Index. '09										
<b>Star Fleet Battles: Galactic Conquest</b>		<b>101666</b>		<b>\$15.00</b>	<b>New</b>	<b>Bk</b>				1 M
Revision 4C. Largely stand-alone campaign game rules set set in the Star Fleet Battles universe. Strategic game scale with 6mo/turn, economics, politics, technology & various objectives. Requires map & counters from SFB to play. J.Bern, M.Incavo'09										
<b>Star Fleet Battles: Omega 5 Module</b>		<b>105637</b>		<b>\$16.00</b>	<b>New</b>	<b>Fo</b>				1 M
SFB fiction w/ new scenarios, 75 new ships & 5 new races, based in a new & unconquered bit of space known as the Omega Sector. '08										
<b>Star Fleet Battles: R12 Unusual Ships</b>		<b>106405</b>		<b>\$20.00</b>	<b>New</b>	<b>Bk</b>				1 M
Module adding over 100 ships to SFB in the form of unusual variants, outrageous designs, prototypes, experiments, etc. '10										
<b>Star Fleet Battles: X1 Module X-Ships 2d</b>		<b>106972</b>		<b>\$15.00</b>	<b>New</b>	<b>Fo</b>				1 M
Module adding new weapon systems to all races, retrofitting existing ships. '08										
<b>Star Fleet Battles: X1R Mod X-Ship Reinf</b>		<b>105634</b>		<b>\$21.00</b>	<b>New</b>	<b>Fo</b>				1 M
Module adding new classes of "X" (experimental) ships, new rules & scenarios utilizing them, and an expanded history of their use thru several wars. '11										
<b>Star Fleet Battles: Y3 Early Years III</b>		<b>105635</b>		<b>\$21.00</b>	<b>New</b>	<b>Bk</b>				1 M
Third of the Early Years modules. Covers the time when warp power was new & Andromedans hadn't been encountered. '10										
<b>Star Fleet Battles: YG3 Early Years</b>		<b>105219</b>		<b>\$10.00</b>	<b>New</b>	<b>Bk</b>	OoP			1 M
2nd ed is updated with corrections, 20pgs of new material, & reorganized rules. Many more weapons characteristics, new SSDs, revised settings. Highly customizable & scaleable game of ship-ship combat in space. Allows you to build ships by trading resources for effectiveness & technology, offensively & defensively. Moderate complexity. Works on any ship, with any weapon, in any universe. '11										
<b>Star Fleet Marines, Assault</b>		<b>106403</b>		<b>\$25.00</b>	<b>New</b>	<b>Fo</b>				1
First in a new line of games set in the Star Fleet Battles/Starmada, Fed Commander or Call to Arms universe (ie Star Trek). Covers tactical combat in a terrestrial or ship setting, and paralleling the space battles portrayed in these game series. Includes 560 units at squad level, with individual AFVs. Uses a simple Shoot-&Move system. Include 1 map. S.Cole'12										
<b>Star Fleet Marines, Last Stand</b>		<b>102685</b>		<b>\$25.00</b>	<b>New</b>	<b>Fo</b>				1
Second module in this new series set in the SFB/Starmada & Fed Commander universe. Focuses on ground combat at the squad level. Adds rules for external passengers, outposts, attacks on bases, adds new unit types (AFVs, heavy shuttles, ground bombardment shuttles), adds new terrain, plus 11 scenarios. Includes 560 counters & an updated rulebook. '13										
<b>Starmada Core Rulebook, Nova Edition</b>		<b>103766</b>		<b>\$13.00</b>	<b>New</b>	<b>Fo</b>				6
Revised rulebook for Starmada, with streamlined inertial movement, options for various settings, an intuitive combat system with 3 layers of defense, and a comprehensive starship design & construction rules. The game itself focuses on fleet-level space combat using a system that is intended to be a universal game of starship combat. You can pick & choose the rules options to use. '12										
<b>Starmada Rule Annex, Admiralty Ed.</b>		<b>101316</b>		<b>\$10.00</b>	<b>New</b>	<b>Fo</b>				6
Admiralty Rules annex (additions) for this game series. Requires base rules to use. Compiles game-related data from the first 4 (and now out of print) supplements (Sourcebook, Hammer & Claw, Dreadnoughts & Iron Stars). Includes new starship options such as anti-fighter batteries & limited ammo; new rules for 3D movement & critical damage, new weapon traits. Note that two rules dialects exists: Admiralty & Nova, this is the Admiralty.										
<b>Starmada: Battleships Armada Nova 2nd Ed</b>		<b>102295</b>		<b>\$13.00</b>	<b>New</b>	<b>Fo</b>				6
Nova (2nd) edition module in the Starmada series. This covers the massive battleships in this universe: the Fed Mars, Klingon B10, Romulan King Condor, Kzinti Patriarch, Gorn Godzilla, Tholian Death Dealer, etc. Includes heavy & light dreadnoughts & other special classes. The Nova edition is the later series sold thru retailers & is the current version; it is generally not compatible with earlier Admiralty edition. '12										
<b>Starmada: Klingon Armada</b>		<b>103437</b>		<b>\$13.00</b>	<b>New</b>	<b>Fo</b>				6
Module adding all the rules, starship designs & more to add the Klingon Empire's forces to battles against other empires. '11										

## Argon Games

(541) 756-4711 10am-9pm PST

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FAX (702) 926-5205 anytime

## Husky, Invasion of Sicily

84322

\$28.00

Excell BC

OoP

4

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surcharges	General	Box	Out-of	Errata	Game #-of		
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale	Plyrs
<b>Ariel Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Imperial Governors and Strategos</b>	69364			\$39.00	Excell	BC	OoP	6	6	
About a dozen units have thin layer of white glue on blank backsides, apparently for PBM. Some isolated spots. ■ 2 games, 1 of which later evolved into highly popular Conquest of the Empire (Milton). IG is a 3-6 player game of conquest throu Europe, N.Africa & the Middle East during the Greek & Roman era using army, navy & diplomatic units, and simple economics. STRATEGOS is a 2 player elaboration of IG that covers the eastern Mediterranean, loosely representing the Peloponnesian War of 431-404BC. Great detail of armies, navies, forts, bribery, etc. K.Broahurst79										
<b>Asmodeo Editions</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Heroes of the World, Race to Civilizatn</b>	90337			\$42.50 **	New	LB **	OoP	8	M	
Multiplayer game in which the major figures of history - Caesar, Da Vinci, Mozart - play their roles of major discoveries & accomplishments. Seek to gain the most points for such achievements in your territories, including by conquest. '09										
<b>ATO - Turning Point Simulations</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Joan of Arc, Victory 1429AD</b>	104838			\$23.00	New	HP			6	
Strategic level game of the campaign for Orleans, including its siege & relief, beginning April 1429. The French must consolidate a disparate army, and accommodate the randomness of Joan's inspiration (voices), while the Brits have to keep the Scots in mind & minimize the involvement of the Burgundians. 200 counters, 1mo/turn, map covers much of France. A.Nunez'12										
<b>Metaurus, Battle of the...</b>	105676			\$28.00	New	HP			3	
Chosen as one of the 20 decisive battles of world, this otherwise obscure battle proved decisive during the 2nd Punic War. While Hannibal was trouncing the Roman countryside, in 207BC his brother, Hasdrubal, approached Italy with a reinforcing army. The Romans thought it essential to prevent the two armies from uniting, so attacked Hasdrubal with decisive force. The Romans have superior numbers & training, the Carthaginians have a diverse army & superior position. 200 counters, mounted board, relatively simple. R.Berg'13										
<b>Midway, Battle of...</b>	102935			\$28.00	New	HP			4	
Chosen as one of the 20 decisive battles of world, this game covers the June 1942 battle of Midway that broke the Japanese naval superiority in the Pacific. Includes all facets of this brief battle, including coverage of an actual land invasion of the two islands, as well as subs, seaplanes & many more details of the situation. Includes 176 counters & mounted map. P.Rohrbaugh'13										
<b>Poltava's Dread Day, Great Northern War</b>	105036			\$23.00	New	HP			6	
Chosen as one of the 20 most decisive battles of history. Strategic level game of Sweden's war with Russian, 1700-22, at end of which it had lost the war, an army, its monarch and its standing in Europe. The major players of Europe takes sides (and switch sides) to serve their own purposes in a war focused on Poland & the Baltic Sea. 6mo/turn, initiative-driven, with few replacements. J.Juneau'12										
<b>Saratoga 1777, Battle of...</b>	104842			\$28.00	New	HP			3	
Chosen as one of the 20 decisive battles of world, this game covers the 1777 battle of the American Revolution that destroyed a small British army in what is now up-state New York, and gave the Americans standing in the world & hope of winning over the Brits. Covers both Bemis Heights & Freeman's Farm, and includes command control & fog of war issues. Includes 200 counters & mounted map. R.Markham'13										
<b>Siege of Syracuse, 415-413BC</b>	104843			\$23.00	New	HP			4	
Game of the Athenian campaign against Syracuse in Sicily during the Peloponnesian War. Regarded by this series as one of the truly decisive battles in history. Athens has the option of how to attack: assault or siege, and Syracuse has many enemies of Athens coming to its aid. 176 counters, area move. P.Rohrbaugh'13										
<b>Stalingrad, Battle of...</b>	106264			\$23.00	New	HP			4	
First in an intended line of 20 games, each corresponding to a chapter in Joseph Mitchell's book, Twenty Decisive Battles of the World. This game is a corp/army level look at the 1942 campaign in southern USSR with the German Fall Blau offensive followed by the Soviet Uranus counteroffensive, with Stalingrad in the middle of things. Mounted but bland map covers the area from Kharkove to Astrakhan. Political influences on the campaigns are key. 280 counters. H.Gerber'12										
<b>Tours, Battle of..., 732AD</b>	104523			\$23.00	New	HP			3	
Vol 7 of the 20 Decisive Battles series. Smaller game of the pivotal battle of Tours, 732AD, as Charles (grandfather of Charlemagne) stems the Muslim expansion from Iberia into what is now France and began a 700yr counterattack that ultimately drove the Muslims out of Europe. The two armies are different - the Muslims are light & mobile, and fight in small groups. The Franks are in transition between Roman-style heavy infantry & the knights of later days. 100 counters. R.Berg'12										
<b>Attack Intl Wargame Assoc</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>8th Army</b>	770			\$25.00	Excell	BC	OoP		4	
Complete. All counters fallen from tree in large blocks. Simple but interesting game of the war in N.Africa and for control of Malta & the Med, 1940-42. Very suitable for beginners yet with another nuance to warrant continued play. Supply is key, but includes leaders, air, special forces, convoys, and the bombing & invasion of Malta. '82										
<b>Victory at Waterloo</b>	774			\$25.00	Excell	BC	OoP		4	
Smallest, simpler, 100 counter game of the battle of Waterloo itself, June 18 1815. Good, tense game with replay value & great for beginners. '82										
<b>Australian Design Group</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Days of Decision, 1st</b>	17			\$30.00	Mint	BC	OoP		6	M
Cherry. ■ No dice. Rules highlighted in yellow and lightly underlined. Others EX. Stand-alone game of Diplomacy & war preparations for 2-7 players AND campaign game that links w/ World in Flames. 1990. HIGHLY RECOMMENDED. '90										
<b>Line of Communication v1 #5</b>	5431			\$2.00	Mint	n	OoP		Z	
V.1 #5. Australian Design Group's newsletter.										
<b>World in Flames 1994/95 Annual</b>	103967			\$28.00	New	z1			6	
72pg booklet of strategy & analysis, comprehensive WIF errata. Includes Mech-in-Flames kit w/ countersheet #23 which elaborates on ground unit capabilities. Also includes DoD2 political status display & WIF '39 campaign scenario. RECOMMENDED; probably the value of the year. '95										
<b>World in Flames 1998 Annual</b>	102427			\$35.00	New	z1			6	
64pg booklet of strategy & analysis based on 6th ed. Includes Leaders-in-Flames kit w/ countersheet #25, which adds leadership abilities on movement & combat. Also includes 74 errata & variant counters plus comprehensive errata. A solid package. H.Rowland'98										
<b>World in Flames 2000 Annual</b>	102786			\$35.00	New	z1			6	M
72pg players guide containing yet another 200 counters & the Politics in Flames kit, WIF Final ed revised combat chart, plus lengthy articles analyzing aspects of the 2000 version of WIF "final." Certainly a must-have for WIF addicts who can't have too many counters on their map... H.Rowland'01										
<b>World in Flames 2008 Annual</b>	101563			\$44.00	New	z1			6	
72pg mag with strategy & replay articles on various aspects of WIF, plus convention reports, variants, the latest errata, colorized tables chart, new DOD-III cards, Factories in Flames variant w/ 200 counters. FF is another variant focused on elaborated production & repair processes (applies to WIF, AmIF, Patton InF). Includes interview with developer of WIF PC. Rules to balance DoDIII. Strategy in Patton in Flames. A must-have for WIF fanatics. '08										
<b>World In Flames 5th PARTS</b>	6565			\$5.00	Excell	n	OoP		6	
CRT & Tables chart page, one only, 5th edition.										
<b>World In Flames 5th PARTS</b>	106545			\$5.00	Excell	n	OoP		6	
<b>World in Flames, 6th [Classic], Rev ZL</b>	105709			\$63.00	New	z1			6	M
Ziplocked version of WIF Classic w/ 2007 revision components. Includes 5 maps, countersheets 1-6 & 24, & current version of rules, scenarios & charts. THE finest detailed strat WW2 game. 2 scenarios, 2 1-map & 5 2-map campaign games. Mates w/ Days of Decision to add pre-war politicing & builds. 1986 .Roberts award; 1986 Game of Year & Game of Decade by F&M mag. '07										
<b>World in Flames, 6th [Classic], Revised</b>	105456			\$69.00	New	BC			6	M
Updated w/ 2003 & 2007 counters. 'The Final Edition.' Major overhaul of THE finest detailed strat WW2 game ever. Now w/ 4 maps, 1400 counters, revised rules & charts that integrate all 5 add-on kits. Counters & maps redrawn to a state of the art graphic look. Mates w/ Days of Decision to add pre-war politicing & builds. 1986 .Roberts award; 1986 Game of Year & Game of Decade by F&M mag. MOST HIGHLY RECOMMENDED '07										
<b>World in Flames, 6th [Deluxe], Revised</b>	106464			\$140.00 **	New	BC **			6	M
Current printing with most recent (2007) counter revisions. ■ 'The Final Edition.' Deluxe set includes 5 add-on kits (Asia, Africa, America, Planes & Ships Aflamie, for a total of 3400 counters) Major overhaul of THE finest detailed strat WW2 game ever. Now w/ 4 maps, 1400 counters, revised rules & charts that integrate all 5 add-on kits. Counters & maps redrawn to a state of the art graphic look. 2 scenarios, 2 2-map & 6 4-map campaign games. Mates w/ Days of Decision to add pre-war politicing & builds. 1986 .Roberts award; 1986 Game of Year & Game of Decade by F&M mag. MOST HIGHLY RECOMMENDED '96-'07										
<b>World in Flames, 6th [Deluxe], Revised</b>	106463			\$140.00 **	New	BC **			6	M

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See page 1 for an explanation of the various codes & column data used in this catalog.

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<b>World in Flames: Convoys in Flames Kit</b>		<b>101561</b>		<b>\$28.00</b>	<b>New</b>	<b>z1</b>				6
Kit adding rules with 400 counters for all the escort carriers, sub chasers, ASW aircraft for all major powers, plus German auxiliary cruisers, and tankers for all nations. H.Rowland'03										
<b>World in Flames: Convoys/Cruisers Flames</b>		<b>101562</b>		<b>\$49.00</b>	<b>New</b>	<b>z1</b>				6
Bundle of 2 kits adding rules & counters. CONVOYS adds 400 counters for all the escort carriers, sub chasers, ASW aircraft for all major powers, plus German auxiliary cruisers, and tankers for all nations. / CRUISERS adds a counter for each light (CL) and AA (CLAA) cruiser. Also includes minor country convoys & additional major power convoys & tankers. 400 counters, rules & charts. H.Rowland'03										
<b>World in Flames: Cruisers in Flames Kit</b>		<b>101560</b>		<b>\$28.00</b>	<b>New</b>	<b>z1</b>				6
Kit adding a counter for each light (CL) and AA (CLAA) cruiser. Also includes minor country convoys & additional major power convoys & tankers. 400 counters, rules & charts. Like this game needs more counters... H.Rowland'03										
<b>Avalanche Press, Ltd.</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>1866, Frontier Battles</b>		<b>104873</b>		<b>\$72.00</b>	<b>New</b>	<b>BC</b>				4
Game including 4 battles from the 1866 Austro-Prussian war where the Prussian army met isolated portions of the Austrian army as they exited mountain passes. Battles include Trautenuau (Austrian X corp defeats Prussian I corp); Nachod Aus IV Corp narrowly defeated by Prus V corp; Skalitz (Prus V corp defeats the Aus II corp); Soor (Aus defeated by Prus guard); Gitschin (Crown Prince Albert v the Prus 1st Army). Simpler, fast playing, 1"-400yd, Rgt/Brig level, 440 counters, 4 maps. '12										
<b>Alsace 1945</b>		<b>83507</b>		<b>\$21.00</b>	<b>New</b>	<b>SC</b>				4
Stand-alone game that mates with earlier America Triumphant. Covers the Allied attacks into Germany proper after the Battle of the Bulge wound down. 4 scenarios, 4km/hex, btl/rgt/brig level, 140 counts. '05										
<b>Avalanche, the Invasion of Italy</b>		<b>10819</b>		<b>\$60.00</b>	<b>Mint</b>	<b>HC</b>		<b>OoP</b>		3
Mod complex, op lvl gm of the land btl for Leyte, Oct44-45. Allied expectation of a cakewalk proved wrong as Jap. defended Leyte in strength, w/ largest paradrop in Pacific. 720 counters. B.Knipple'94										
<b>Blood on the Snow, Btl of Suomussalmi</b>		<b>10822</b>		<b>\$29.00</b>	<b>New</b>	<b>HC</b>		<b>OoP</b>		3
Smaller, op lvl gm of the defense by a scratch Finnish div against 2 Soviet divs reinforced w/ tanks at Suomussalmi, during the Winter War. Btl lvl, 2km/hex. M.Bennighof'95										
<b>Gazala 1942</b>		<b>80158</b>		<b>\$20.00</b>	<b>New</b>	<b>SC</b>				4
One box end panel somewhat sun faded. ■ Modestly simple game of one of Rommel's greater victories where he out-manuevered & out-fought the numerically superior Allies in spring 1942 in N.Africa. Uses the America Triumphant system. '05										
<b>Granada, Fall of Moslem Spain</b>		<b>86237</b>		<b>\$35.00</b>	<b>New</b>	<b>BC</b>		<b>OoP</b>		6
Small game of the last 10 years of the Reconquista of Spain which forced the Moors out of Iberia. Point-to-point movement with 120 colorful but simple counters, 1 mounted map, 8pgs of rules. R.Markham'03										
<b>Great Pacific War, 1941-45 2nd</b>		<b>99791</b>		<b>\$59.00</b>	<b>New</b>	<b>BC</b>				8 5
2007 "3rd" (2nd ed by our count) revision to rules & charts that streamlines game system. Revision of AH's Empire of the Rising Sun, companion game to Third Reich. Covers the war in the Pacific and Asia, beginning in 1941. Includes 3 maps, 560 counters, and only 24pgs of rules. 60mi/hex, corp/fleet level. RECOMMENDED to strategic level gamers. Can be played by 2-5. B.Knipple'07										
<b>Great Pacific War, 1941-45 2nd: RULES</b>		<b>84319</b>		<b>\$5.00</b>	<b>New</b>	<b>Fo</b>		<b>OoP</b>		8 5
2007 "3rd" (2nd ed by our count) rules revision bundle. Upgrade streamlines game system. J.Prados'07										
<b>Great War at Sea, Pacific Crossroads</b>		<b>101319</b>		<b>\$22.00</b>	<b>New</b>	<b>HC</b>				3
Game designed as an introduction to the Great War at Sea system, and depicts hypothetical early clashes between Japanese & American fleets for the Carolines & Marianas in the 1920s or 30s. 85 counters. '10										
<b>Great War at Sea, Remember the Maine[2d]</b>		<b>104871</b>		<b>\$45.00</b>	<b>New</b>	<b>BC</b>				3
Complete revision & renaming of earlier 1898 Spanish American War game. Operational and tactical naval combat in the Caribbean between the entire American & Spanish fleets using the Great War at Sea game system. Now includes 40 scenarios, 100 long & 80 std counters. Relative simple & quick playing. 32mi/sea zone. '13										
<b>Great War at Sea, the Russo-Jap War 2nd</b>		<b>106231</b>		<b>\$45.00</b>	<b>New</b>	<b>BC</b>				3
Major revision in a bigger box w/ lots more scenarios. Naval combat between the Japanese & Russian fleets thruout the Asian seaboard during the Russo-Japanese War, 1904-5, on both a strategic & tactic level. 50 scenarios, 210 counters. Many changes in this edition including ship speeds, # of scenarios, greater consistency with series rules, larger map area. J.Stear'13										
<b>Great War at Sea, v.1, the Mediterrn 3rd</b>		<b>106229</b>		<b>\$53.00</b>	<b>New</b>	<b>HC</b>				4
Reprint in a half-case box. Modestly simple, operational & tactical lvl gm of naval combat thruout the Med & Black Sea during WW I. 2nd ed added 30 1" counters, 4 additional pages of rules, and now has 70 scenarios plus a much prettier map. B.Miller'08										
<b>Great War at Sea, v.10: Dreadnoughts 1st</b>		<b>80215</b>		<b>\$25.00</b>	<b>New</b>	<b>Bk</b>		<b>OoP</b>		3
First edition. ■ Kit in the form of a booklet containing an additional 24 new scenarios with background & analysis, plus additional tactical rules. Includes 90 counters plus new, advanced tactical rules. Covers the Spanish, Turkish, Austro-Hungarian, and S.American navies. '04										
<b>Great War at Sea, v.11: USNavy Plan Gold</b>		<b>103682</b>		<b>\$44.00</b>	<b>New</b>	<b>HC</b>				3
Game of the US's hypothetical planning scenarios, a post-WW1 war with France. Covers a range of scenarios and the eastern Caribbean. Map mates with US Navy Plan Black. '06										
<b>Great War at Sea, v.12, Jutland 1914-18</b>		<b>105539</b>		<b>\$75.00</b>	<b>New</b>	<b>BC</b>				3
Great War at Sea series game covering the few actual and the many possible fleet actions in the North & the Baltic Seas during WW-1. Includes the battle of Jutland as well as dozens of other scenarios. 840 counters including the navies of Britain, Germany, Netherlands, US, Australia, Denmark, Norway, Sweden, Estonia, Finland & Russia; 2 maps. '06										
<b>Great War at Sea, v.13: Zeppelins in WWI</b>		<b>106150</b>		<b>\$22.00</b>	<b>New</b>	<b>Bk</b>				1
Kit in the form of a 64pg book with new rules covering Zeppelins of Germany, Italy, Austria-Hungary, France, Britain & the US, historical articles, and 88 counters. Includes a counter for every aircraft that existed. '07										
<b>Great War at Sea, v.15: Airships Kit</b>		<b>85381</b>		<b>\$9.00</b>	<b>New</b>	<b>Bk</b>		<b>OoP</b>		3
Small kit containing 10 additional scenarios for the Zeppelin game. '08										
<b>Great War at Sea: Bay of Bengal Kit</b>		<b>100246</b>		<b>\$15.00</b>	<b>New</b>	<b>Bk</b>				3
64pg supplement with 10 battle & 24 operational scenarios in the Bay of Bengal as the Brits chase the German Emden, or react to fears of German, Japanese & Dutch imperialism. Reqs the map from 2WW Eastern Fleet, Plan Gold & Sea of Troubles, plus counters from Mediterranean, Cruiser Warfare, Jutland & Pacific Crossroads. '12										
<b>Great War at Sea: Confederate States Nvy</b>		<b>105357</b>		<b>\$18.00</b>	<b>New</b>	<b>Bk</b>				3
Supplement based on the huge what-if the Confederates had won the Civil War and gone one to develop a navy like others in the WWI timeframe. The US & Confed navies meet in the Caribbean during WWI. Includes 105 counters & 30 scenarios. Req Mediterranean, Cruiser Warfare, Jutland, Cone of Fire, Pac Crossroads, Dreadnought, Sea of Troubles, Black Waters reqd to play all scenarios. '12										
<b>Great War at Sea: Dutch East Indies Kit</b>		<b>103685</b>		<b>\$15.00</b>	<b>New</b>	<b>Bk</b>				3
Kit with 35 scenarios focused on naval battles (real & hypothetical) in the 1914-17 period in the Dutch East Indies, as the the Dutch, Brits, Germans & Japanese vie for control or access to the area. Req Mediterranean, Dreadnought, Pacific Crossroads, Jutland, Cruiser Warfare & Strike South components. '12										
<b>Great War at Sea: South China Sea Kit 2</b>		<b>105694</b>		<b>\$16.00</b>	<b>New</b>	<b>Bk</b>		<b>OoP</b>		3
Includes Plan Orange map reqd for play. ■ Includes Plan Orange map reqd for play. Expansion kit to Sea of Troubles adding details on the fight between the US & Britain in SE Asia. 12pg book. '08										
<b>Great War at Sea: US Navy Plan RED 2nd</b>		<b>106629</b>		<b>\$45.00</b>	<b>New</b>	<b>BC</b>				3
Reprint in a larger box. Stand-alone game using the deservedly popular GWaS system and studying the hypothetical situation in which the US fleet fights the Brits in 1917 in 30 scenarios depicting actual war plans of the time. Here's your chance to invade Bermuda, shell Nova Scotia (why?) or bomb Virginia Beach. Includes 210 counters & a map of the NE seaboard of N.America. '13										
<b>Island of Death, Invasion of Malta 1942</b>		<b>104705</b>		<b>\$29.00</b>	<b>New</b>	<b>HC</b>				4
Simpler game of one of the great what-ifs of WW2: What if the Germans had attempted to take Malta, Britain's island fortress in the Med. Uses the Red Steel game system. '08										
<b>Island of Death: Fortress Malta Kit</b>		<b>106409</b>		<b>\$29.00</b>	<b>New</b>	<b>z1</b>				4
Kit for Island of Death providing additional scenarios based on 7 alternative plans for attacking & defending the island including: 1940 Italian invasion, Malta instead of Crete 1941, Allied reconquest of Malta, battle at sea for Malta, Air war over Malta. Includes 420 counters. '14										
<b>MacArthur's Return, Leyte</b>		<b>100154</b>		<b>\$45.00</b>	<b>Mint</b>	<b>HC</b>		<b>OoP</b>		3
Includes color printout of Tanks on Leyte variant. ■ Includes color printout of Tanks on Leyte variant. Mod complex, op lvl gm of the land btl for Leyte in the Philippines, Oct44-Feb'45. Allied expectation of a cakewalk proved wrong as Japanese bitterly defended Leyte in strength, w/ largest paradrop in the Pacific theatre to prevent US access to ports & airbases. 5 scenarios, 720 counters. B.Knipple'94										
<b>Panzer Grenadiers, 1940 Fall of France2d</b>		<b>106246</b>		<b>\$72.00</b>	<b>New</b>	<b>BC</b>		<b>OoP</b>		2
Reprint with a sleeved box & new box art. Game of tactical combat during the brief campaign in France, 1940, using the PG system. Includes 660 counters, 8 maps, 50 scenarios focused on the French. P.Leonard'14										

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<b>Panzer Grenadiers, Afrika Korps</b>		106630		\$54.00	New	BC			2	
Platoon level tactical combat using the Pzr Grenadier system, set N.African desert. Stand-alone game. Includes 50 scenarios of the armored battles of 1940-1. Includes 737 counters, 3 maps. 200m/hex, 30min/turn. '02										
<b>Panzer Grenadiers, Battle of Bulge</b>		103439		\$48.00	** New	BC	**		2	
Stand-alone, platoon level tactical combat fully compatible with the Pzr Grenadier system, set during the Bulge, Dec'44. Complete game w/ 4 new maps, 465 counters & 51 scenarios. 200m/hex. '03										
<b>Panzer Grenadiers, Beyond Normandy</b>		105537		\$55.00	New	BC			2	
Stand-alone, platoon level tactical combat fully compatible with the Pzr Grenadier system, set during the days after D-Day near Caen in the British sector. 3 historical maps, 583 counters, 44 scenarios. '05										
<b>Panzer Grenadiers, Desert Rats</b>		103440		\$54.00	New	BC			2	
Simpler game covering various battles between the UK's Desert Rats and Rommel's Afrika Korps in N.Africa. Includes 825 counters, 2 maps, and 50 scenarios covering battles from 1941-2. '04										
<b>Panzer Grenadiers, Eastern Front 2nd</b>		105388		\$57.00	** New	BC	**		2	
Reprint in a new box format. Revision & expansion of the original PG game, now with 112 scenarios, 8 maps & 660 2/3" counters. Platoon level tactical combat from WW2 East Front 1941-2 using an impulse movement system. Components are nothing sort of gorgeous all around. 200m/hex, '11										
<b>Panzer Grenadiers, Guadalcanal Semper Fi</b>		106149		\$47.00	New	HC			3	
Platoon level tactical combat using the Pzr Grenadier system, set in the Pacific Theatre of WW2. US marines (including raiders & paratroopers) combat Japanese army & marine troops on Guadalcanal & Tulagi. 24 scenarios, 465 counters. '03										
<b>Panzer Grenadiers, Kursk South Flank</b>		103097		\$55.00	New	BC			2	
Game of the southern flank of Kursk, 1943, the largest tank battle in history. Covers the SS Panzer Corps' assault on the Soviet 40th Army. Includes 4 maps, 660 counters. 200m/hex, co/sq level, 40 scenarios. Does NOT require any other game or kit to play. M.Perryman'12										
<b>Panzer Grenadiers, Road to Berlin 2nd</b>		103463		\$59.00	** New	BC	**		2	
2nd edition has a sleeved box. Stand-alone game using the PG system of platoon level combat. This game covers the fierce, chaotic battles near or in Berlin in Apr-May 1945. Lots of Tiger & Stalin heavy tanks, SS troops, Hungarians, etc. 8 maps, 660 counters, 75 scenarios. '13										
<b>Panzer Grenadiers: Airborne KIT</b>		106154		\$18.00	New	Bk			2	
Scenario kit taken from the earlier game of same name. Includes the 20 scenarios from the game plus 15 more, plus map. Req counters from Bulge, 1940 & Elsenborn Ridge to play all scenarios. '11										
<b>Panzer Grenadiers: Alaska's War Kit</b>		105921		\$9.00	New	Bk	Going		2	
Kit providing materials needed to cover various scenarios set on the contested Aleutian Islands of Alaska in 1943. 10 scenarios. M.Benninghof07										
<b>Panzer Grenadiers: Arctic Front Kit 2nd</b>		98372		\$22.00	New	Fo			2	
<b>Panzer Grenadiers: Army Group S.Ukraine</b>		96629		\$9.00	New	Bk	Going		2	
Kit providing materials needed to cover 10 scenarios set in Bessarabia, the border of Romania, in 1944. Reqs E.Front, Rd to Berlin, Bulge & Elsenborge. '09										
<b>Panzer Grenadiers: Black SS Kit</b>		103669		\$22.00	New	Bk			2	
Scenario booklet with 30 scenarios & 165 counters focused on actions involving German SS troops late in the war. '10										
<b>Panzer Grenadiers: Blue Division Kit</b>		101963		\$16.00	New	Bk			2	
Kit covering the exploits of the Spanish Blue Division on the eastern front during WW2. Includes 77 counters, 20 scenarios. '06										
<b>Panzer Grenadiers: C&amp;C v2, Kings Officers</b>		106632		\$16.00	New	Bk			2	
Role playing kit that dovetails with the PG series, introducing a rules set providing a role playing environment within PG. Players command leaders with specific abilities in campaigns of the British army in the N.African desert and in Normandy. Req PG Afrika Korps, Desert Rats & Beyond Normandy to play. '09										
<b>Panzer Grenadiers: DAK'44</b>		94882		\$15.00	New	Bk	Going		2	
Scenario booklet of a massive what-if the Axis had managed to continue the stalemate in N.Africa into 1944? Provides 10 scenarios set in Afrika late in the war, along with 88 new German counters (including the Tiger I & II, Panther, Hetzer, etc). B.McCue'10										
<b>Panzer Grenadiers: Edelweiss Kit 3rd</b>		106722		\$22.00	New	Bk			2	
Revised for the 2nd time, a kit for Panzer Grenadier system that focuses on German mountain troops in all theatres. Includes 161 counters & 32 scenarios & 64 pages of scenarios & background history. Requires Eastern Front, Rd to Berlin, Btl of Bulge. '13										
<b>Panzer Grenadiers: First Axis Kit</b>		87787		\$17.00	New	Bk			2	
Kit covering the Axis minor country of Slovakia, and providing 88 counters & 40 scenarios involving their forces from 1939 thru their change of sides in 1944. 64pgs. Reqs Road to Berlin. '08										
<b>Panzer Grenadiers: Fronte Russo Kit</b>		86388		\$20.00	New	Bk	Going		2	
Kit covering the history of the Italian army on the East Front 1941-2. 64pgs add elite Italian troops with 41 scenarios, background history, and 165 counters '07										
<b>Panzer Grenadiers: Go for Broke Kit</b>		101168		\$18.00	New	Bk			2	
Scenario kit cover the US 442nd Inf Brigade, a segregate unit composed of American's of Japanese descent in WW2, one of the most decorated units of the war. Includes 30 scenarios & 77 counters & a history of this unit. '11										
<b>Panzer Grenadiers: Hammer &amp; Sickle Kit</b>		101390		\$18.00	New	Bk			2	
Third kit demonstrating the what-if World War III had begun in the immediate aftermath of World War II, the USSR v the Western Allies, using all those huge tanks the Soviets developed. 77 counters plus 39 scenarios & a campaign. J.Stafford'13										
<b>Panzer Grenadiers: Hopeless Not Serious</b>		103205		\$25.00	New	Bk	OoP		2	
Scenario kit for PG containing 16 scenarios taken from battles between Austrian forces & Nazi militias in 1934, or hypothetical battles had Austria resisted Germany in 1938. Req Eastern Front, Rd to Berlin, Bulge, Elsenborn, Cassino, Edelweiss & Sinister Forces. '10										
<b>Panzer Grenadiers: Invasion of GermanyKT</b>		101101		\$15.00	New	Bk			2	
Scenario kit for PG containing 50 scenarios drawn from prior kits on battles in Germany (Aachen, Roer River, etc.). Reqs maps & counters from Bulge, Elsenborn, Cassino '44, Afrika Korps, Beyond Normandy, Eastern Front, 1940 France, Road to Berlin & Iron Curtain to play all scenarios. '12										
<b>Panzer Grenadiers: Iron Curtain Kit</b>		102696		\$19.00	New	Bk	OoP		2	
Kit adding 154 counters & 20 scenarios for combat between the US & USSR in the immediate post-WW2 environment. Features a bevy of superheavy tanks & potent infantry weapons developed at the end of the war and (fortunately) never used. Req Road to Berlin, Btl Bulge, Eastern Front, Airborne, Red Warriors & Edelweiss games to play all scenarios. '07										
<b>Panzer Grenadiers: Iron Curtain Kit</b>		83193		\$19.00	New	Bk	OoP		2	
Kit adding 154 counters & 20 scenarios for combat between the US & USSR in the immediate post-WW2 environment. Features a bevy of superheavy tanks & potent infantry weapons developed at the end of the war and (fortunately) never used. Req Road to Berlin, Btl Bulge, Eastern Front, Airborne, Red Warriors & Edelweiss games to play all scenarios. '07										
<b>Panzer Grenadiers: Iron Wolves Kit</b>		105923		\$18.00	New	Bk	Going		2	
Scenario kit providing 10 scenarios & 165 counters covering hypothetical actions had Lithuania fought against the Soviets in 1939 & the Germans in 1941. '09										
<b>Panzer Grenadiers: Jungle Fighting Kit</b>		100910		\$25.00	New	Bk			2	
Kit for Panzer Grenadier Semper Fi Guadalcanal that provides 42 scenarios of jungle fighting on Guadalcanal & nearby islands Aug'42-Feb'43. Requires both Guadalcanal & Btl of Bulge PG games. '04										
<b>Panzer Grenadiers: Kokoda Trail Kit</b>		100240		\$22.00	New	Bk			2	
Kit covering multiple battles along the Kokoda Trail as the Japanese attempt to press on Port Moresby, New Guinea, after the failure of their seaborne assault at Coral Sea. 30 scenarios w/ historical article. '09										
<b>Panzer Grenadiers: Little Saturn Kit</b>		105810		\$9.00	New	Bk	OoP		2	
Scenario kit for PG containing 10 scenarios covering actions of the Italian 8th Army north of Stalingrad during the Soviet Uranus offensive, Fall 1942. '11										
<b>Panzer Grenadiers: March on Leningrad</b>		86395		\$9.00	New	Bk	Going		2	
Kit for Panzer Grenadier system with 10 scenarios covering battles on the way toward & around Leningrad. Requires Eastern Front game. '08										
<b>Panzer Grenadiers: Marianas 1944</b>		106412		\$25.00	New	Bk			2	
Scenario booklet with 30 scenarios, 24 counters & 2 maps covering the US invasion of the Marianas in 1944. Counters include new unit types (eg Japanese truck-mounted anti-tank guns, coastal artill, flame-throwing tanks, & the entire Guamanian OoB). Reqs Saipan 1944 to play. J.Townsend'14										
<b>Panzer Grenadiers: North of Elsenborn Kit</b>		95526		\$8.00	New	Bk	OoP		2	
Kit extending the actions of The Bulge & Elsenborn north to cover some concurrent, diversionary battles. '09										
<b>Panzer Grenadiers: Panzer Lehr Kit</b>		104429		\$22.00	New	Bk			2	
PG scenario kit focused on various actions in which the German Panzer Lehr division was involved during the Normandy campaign 1944. 27 scenarios & 102 counters'12										
<b>Panzer Grenadiers: Patton's Nightmare</b>		102903		\$19.00	New	Bk			2	



Game Title (& Edition or Issue #)		Game	Cash-Basis	Ship Surcharge Flag	General	Box	Out-of	Errata	Game #-of		
Specific Condition, Subject, Designer, Year		Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale	Plyrs
Kit adding 77 counters & 20 scenarios & a campaign game based on US-Soviet conflict beginning in 1948, including US 2nd armored assault on Berlin. Uses all those late-war super tanks. Reqs Rd to Berlin & Eisenborn to play all scenarios. J.Stafford'12											
<b>Panzer Grenadiers: Polish Steel</b>			<b>94891</b>		<b>\$18.00</b>	<b>New</b>	<b>Bk</b>	<b>Going</b>			<b>3</b>
Scenario booklet focused on the what-if cold war tensions had led to war in the late 1940s, and the Polish I & II corps fought their way back to their homeland. Includes 77 counters. Req ownership of 9 games & supplements to play all 10 scenarios. '10											
<b>Panzer Grenadiers: Red Warriors Kit</b>			<b>94830</b>		<b>\$19.00</b>	<b>New</b>	<b>Bk</b>				<b>2</b>
Kit providing 20 scenarios set during Operation Mars, the Soviet winter 1942 offensive in the south. Includes 165 counters including many Soviet guard units. '06											
<b>Panzer Grenadiers: Roer River Kit</b>			<b>91027</b>		<b>\$8.00</b>	<b>New</b>	<b>Bk</b>	<b>OoP</b>			<b>2</b>
Scenario kit for PG containing 10 scenarios set during the 1944 battles for the Roer River area. Reqs Bulge, Eisenborn, Rd to Berlin, Cassino, Iron Curtain to play all scenarios. '09											
<b>Panzer Grenadiers: Romanian Soil Kit</b>			<b>95512</b>		<b>\$7.50</b>	<b>New</b>	<b>Bk</b>	<b>Going</b>			<b>2</b>
Kit covering the battles for Targu Frumos in 1944 as the Soviet 2nd Ukrainian Front attempts to outflank the Romanian Strunga fortification line. 10 scenarios. Reqs Eastern Front, Road to Berline, Btl Bulge, Eisenborn & Red Warriors to play all scenarios. 200m/hex, pltn level. '09											
<b>Panzer Grenadiers: Secret Weapons Kit</b>			<b>86461</b>		<b>\$22.00</b>	<b>New</b>	<b>Bk</b>				<b>2</b>
Kit providing materials needed to cover various "secret weapons" under development at the end of the war by the Germans, Americans & British, including huge tanks, missiles, helicopters & guided missiles. 77 counters. '08											
<b>Panzer Grenadiers: Siege of Leningrad</b>			<b>84876</b>		<b>\$9.00</b>	<b>New</b>	<b>Bk</b>	<b>Going</b>			<b>2</b>
PG series scenario kit depicting the difficult actions in defense of Leningrad during its 900 day siege. Includes 10 scenarios. Req Eastern Front, Road to Berlin & Red Warriors. D.McNair'08											
<b>Panzer Grenadiers: Siegfried Line Kit</b>			<b>94860</b>		<b>\$8.00</b>	<b>New</b>	<b>Bk</b>	<b>OoP</b>			<b>2</b>
Scenario booklet focused on battles for the German Siegfried Line late in the war. '09											
<b>Panzer Grenadiers: Sinister Forces</b>			<b>89695</b>		<b>\$22.00</b>	<b>New</b>	<b>Bk</b>				<b>3</b>
Add-on kit focused on the elite forces of the German Waffen SS and Soviet NKVD. Includes 165 die-cut counters & 40 scenarios. '06											
<b>Panzer Grenadiers: Tank Battles</b>			<b>75099</b>		<b>\$25.00</b>	<b>New</b>	<b>Bk</b>	<b>OoP</b>			<b>3</b>
Booklet adding 40 new scenarios plus historical background material for this platoon level tactical combat series. Includes color reproductions of Austrian army pieces on back cover. M.Bennighof'03											
<b>Panzer Grenadiers: Winter Soldiers Kit</b>			<b>101109</b>		<b>\$16.00</b>	<b>New</b>	<b>Bk</b>				<b>2</b>
70pg scenario kit for PG Bulge & Eisenborn Ridge containing 30 scenarios set during the Dec'44 Battle of the Bulge. Includes an extended campaign set of scenarios '11											
<b>Panzer Grenadiers: WINTER WONDERLAND MAPS</b>			<b>105391</b>		<b>\$16.00</b>	<b>New</b>	<b>n</b>				<b>2</b>
Winter Wonderland Kit consisting of 4 revised maps depicting the terrain in Eisenborn in snow covered winter white. '11											
<b>Panzer Grenadiers: Workers &amp; Peasants Kit</b>			<b>101321</b>		<b>\$22.00</b>	<b>New</b>	<b>Bk</b>				<b>2</b>
64pg scenario kit including 165 counters & 20 scenarios covering large scale battles from early in the German invasion of the USSR. Suitable for team play. '10											
<b>Red Parachutes, Assault across the Dnepr</b>			<b>73309</b>		<b>\$42.00</b>	<b>New</b>	<b>HC</b>	<b>OoP</b>			<b>3</b>
Operational btlm gm of the Soviet offensive that attempted to sieze the vital Dnepr river crossings before the Germans could retreat using a massed para assault, Spt'43. Uses Ring of Fire system. B.Knipple'95											
<b>Red Russia, Russian Civil War 1918-21</b>			<b>84900</b>		<b>\$35.00</b>	<b>New</b>	<b>HC</b>	<b>Going</b>			<b>6</b> <b>5</b>
2-5 player game of various factions competing for control of Russia after the fall of the Tsar. A smaller game with high production values. W.Sariego'07											
<b>Red Vengeance, Defeat of Nazi Germany</b>			<b>105387</b>		<b>\$21.00</b>	<b>New</b>	<b>SC</b>				<b>4</b>
Stand-alone game that is also a mateable sequel to Defiant Russia. Large scale game of the war in the east during the last year of WW2. 40m/hex, 140 counters. '06											
<b>Rome at War, Fading Legions</b>			<b>99011</b>		<b>\$25.00</b>	<b>Mint</b>	<b>BC</b>	<b>OoP</b>			<b>3</b>
Some scuffs/superficial abrasions that create a vertical strand of intermittent white spots on box cover; basically a minor cosmetic flaw. ■ Stand alone game using grand tactical system game covering warfare in the late Roman era (latter half of the 4th century AD) as Rome fends off the Germans, Persians & Gauls between 357-378AD. Includes battles of Strasbourg (357), Tigris (363), Ctesiphon (363), Megara (363), Phrygia (363), Sumere (363), Nacolia (366), Argentum (376), Ad Salices (377), Dibaltum (377), Adrianople (378). Colorful & fairly simple. '02											
<b>Rome at War, Queen of the Celts</b>			<b>82999</b>		<b>\$32.50</b>	<b>New</b>	<b>HC</b>				<b>3</b>
"Safe" box cover art ■ "Safe" (& ugly) box cover art. Third game in the Rome at War series. Covers 9 battles during the 40yr Roman effort to conquer Britain starting from Plautius's invasion w/ 45,000 Romans in 43AD and ending in 84. W.Sariego'07											
<b>Rome at War, Queen of the Celts [pin up]</b>			<b>97849</b>		<b>\$42.00</b>	<b>New</b>	<b>HC</b>				<b>3</b>
More attractive, historically accurate box cover art is the only difference between this & the "safe" edition. ■ More attractive, historically accurate (cept for the augmented American breasts) box cover art is the only difference between this & the "safe/ugly" edition. that hints at bare breasts. Third game in the Rome at War series. Covers 9 battles during the 40yr Roman effort to conquer Britain starting from Plautius's invasion w/ 45,000 Romans in 43AD and ending in 84. W.Sariego'07											
<b>Second WW at Sea, Arctic Convoy 2nd</b>			<b>103681</b>		<b>\$46.00</b>	<b>New</b>	<b>BC</b>				<b>3</b>
Reprint in a bookcase box. Second WW series game that focuses on the British navies difficult task of protecting the convoys to Murmansk & the USSR. 2 maps cover the huge expanse of the Norwegian & Barents Seas. 630 counters, 24 scenarios. '13											
<b>Second WW at Sea, Bismarck 2nd</b>			<b>106407</b>		<b>\$46.00</b>	<b>New</b>	<b>BC</b>				<b>3</b>
2nd ed is a reprint in a sleeved BC box. Commerce raiding & naval combat in the North Atlantic early in WW2, including both the Bismarck's foray. 280 counters, 3 maps, 12+ scenarios. '12											
<b>Second WW at Sea, Coral Sea</b>			<b>102355</b>		<b>\$26.00</b>	<b>New</b>	<b>HC</b>	<b>OoP</b>			<b>3</b>
Complete game covering the clash between carrier groups at the Coral Sea, May 1942, and also serving as an introductory game to the Second WW at Sea system. 145 counters. '10											
<b>Second WW at Sea, Coral Sea 2nd</b>			<b>106975</b>		<b>\$26.00</b>	<b>New</b>	<b>HC</b>	<b>OoP</b>			<b>3</b>
~											
<b>Second WW at Sea, Eastern Fleet 2nd</b>			<b>94866</b>		<b>\$39.00</b>	<b>New</b>	<b>HC</b>				<b>3</b>
2nd is a simple reprint with pictures instead of illustrations on box cover. Sequel to SOPAC using the WW2 variation of the Grt War at Sea system. This game covers the May 1942 sortie of Japanese carries in search of the British fleet in the Indian Ocean. Operational & tactical, with 36m/hex. 210 counters, 2 maps. '07											
<b>Second WW at Sea, Midway 2nd</b>			<b>102129</b>		<b>\$46.00</b>	<b>New</b>	<b>HC</b>				<b>3</b>
Reprinted in a HC box. Large game of the battle of Midway at both operational and tactical level, with 490 counters, 2 maps, and many what-if scenarios of naval combat in the central Pacific. '05											
<b>Second WW at Sea, Strike South 1941-2 2d</b>			<b>104687</b>		<b>\$45.00</b>	<b>New</b>	<b>BC</b>				<b>3</b>
2nd ed is a reprint with larger box. Second WW series game of naval combat in the eastern Pacific early in WW2, as the Japanese quickly expand their empire, 1941-2. The Japanese face American, British, Australian & Dutch forces near Indonesia. 12 scenarios, 420 counters, 3 maps. '12											
<b>Second WW at Sea: Black Sea Fleets</b>			<b>102711</b>		<b>\$30.00</b>	<b>New</b>	<b>Bk</b>				<b>3</b>
Our last copy. Addon booklet providing the Soviet, Turkish & Romanian navies for use in the Bomb Alley game. Includes capital ships designed but never built. Includes 70 large & 140 standard sized counters, 24 new scenarios, plus historical material. Reqs Bomb Alley. M.Bennighof'08											
<b>Second WW at Sea: East of Suez Kit</b>			<b>83185</b>		<b>\$29.00</b>	<b>New</b>	<b>Bk</b>	<b>OoP</b>			<b>3</b>
64pg scenario book for this game series that focuses on the British aggressive participation in naval actions against the Japanese in 1945 in anticipation of the post-war world. Includes scenarios with the Americans plus the Soviet Pacific fleet, too. Includes 70 ship & 140 1/2" counters. Reques Eastern Fleet, Stike South & Leyte Gulf to play. '07											
<b>Second WW at Sea: Imperl &amp; Royal Navy 2d</b>			<b>93385</b>		<b>\$18.00</b>	<b>New</b>	<b>Bk</b>	<b>OoP</b>			<b>3</b>
Addon scenario kit of the hypothetical situation where the WW1 Austro-Hungarian fleet had survived more or less intact to fight in WW2. Includes 10 scenarios & 210 counters. '10											
<b>Second WW at Sea: Kaiser's Navy Kit</b>			<b>104969</b>		<b>\$21.00</b>	<b>New</b>	<b>Bk</b>				<b>1</b>
Kit for the Second WW at Sea series that posits an alternate history where Imperial Germany had survived WW1, its navy remained intact, and later challenged Britain. Includes 110 counters, 20 scenarios set in the Atlantic & Mediteranean. Req Bomb Alley, Arctic Convoy & Bismarck. '10											
<b>Second WW at Sea: Orange Waters KIT</b>			<b>94900</b>		<b>\$9.00</b>	<b>New</b>	<b>Bk</b>	<b>Going</b>			<b>3</b>
Scenario booklet with 10 scenarios focused on the Royal Netherlands Navy in WW2. '11											
<b>Second WW at Sea: Spice Islands</b>			<b>98129</b>		<b>\$18.00</b>	<b>New</b>	<b>Bk</b>	<b>OoP</b>			<b>3</b>
Addon booklet providing 210 counters & 10 scenarios positing what might have happened had the Dutch better defended their colonial empire in the Pacific early in the war. '10											
<b>Second WW at Sea: Strait of Magellan Kit</b>			<b>94376</b>		<b>\$9.00</b>	<b>New</b>	<b>Bk</b>	<b>Going</b>			<b>3</b>
Addon booklet for this game system adds 10 scenarios of hypothetical battles near the Strait of Magellan (southern tip of S.America). Req Cone of Fire, Midway, Bismarck, Leyte Gulf & East of Suez to play all scenarios. '09											

Email us anytime at M.Dean@FineGames.com, phone 541-756-4711 between 10am-9pm PST, FAX (702) 926-5205, or write 2078 Madrona St., North Bend OR 97459-2143 USA.

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surcharge Flag	General	Box	Out-of	Errata	Game #-of
Specific Condition, Subject, Designer, Year	Only? Part# Publisher Name	Price EA		Conditn	Type	Print?	Incl?	Scale Plyrs
<b>Soldier Emperor 2nd [Players Edition]</b>	97832	\$42.00		New	BC	Going		6 M
Major revision with new rules & scenarios. 2-7 player game of the Napoleonic Era using the Soldier Kings system. Large, simpler game with 345 counters, 2 mounted maps. R.Markham'11								
<b>Soldier Kings, Enlightened Warlords PG</b>	100692	\$15.00		New	Bk			6 8
PLAYERS GUIDE for the game of Soldier Kings. Provides strategy for each of 7 scenarios & factions, plus historical info. '11								
<b>Tears of the Dragon</b>	80175	\$15.00		New	HC	OoP		6
2 player game of warlords seeking to discover the key to release a cursed princess in a dragon's body. Using soldiers & wizards, players battle to be the first to transform the dragon back to a princess. Fought on a small mounted map of a medieval land, w/ 60 counters & very simple rules. Possibly a good Beginner's game. '03								
<b>They Shall Not Pass, Battle of Verdun 2d</b>	95591	\$22.00		New	Bk			4
Smaller game now printed in book format about the bloody 1916 campaign intended to bleed the French white, but did the same to the Germans, all to little effect. Uses the Defiant Russia system. Btm/rgt level. 140 counters. W.Sariego'10								
<b>Third Reich / Great Pac War PLAYERS GUIDE</b>	99962	\$18.00		New	Bk			6
Players guide to Third Reich 5th & Great Pacific War. Covers all aspects of tactics & strategy in these two complex games. Includes some what-if variants & a 120 die cut counters to go with them; 1936 & 1938 scenarios; and force analyses. '04								
<b>Third Reich, 6th: RULES</b>	86431	\$5.00		New	Fo	OoP		6 6
2007 "3rd ed" (6th ed by our count) rules bundle. Revisions streamline the game further. J.Prados'07								
<b>Tiger of Malaya, Fall of Singapore1941-2</b>	96630	\$43.00		New	HC	OoP		4
Game of the Japanese drive down the Malayan Peninsula, Dec-Mar'42, culminating in the invasion of Singapore. If the Brits can hold out, considerable Aussie reinforcements on the way. Uses Blood on Snow/MacArthur's Return system. 3mi/hex, co/btl level, 560 counters. '07								
<b>Western Desert Force</b>	103438	\$35.00		New	BC			4
Quick-playing game using the Defiant Russia system, covering the entire war in N.Africa, 1940-43. Regt/brig/div level. While both sides want to rout the other from n.Africa, the real prize is the Suez Canal. 40 scenarios, 15mi/hex, regt/brig, 140 counters. W.Sariego'13								
<b>Winter Fury, Battle of Tolvajarvi</b>	55435	\$25.00		New	HC	OoP		3
Stand-alone game using a system similar to, and allowing linking with, the earlier Blood on the Snow game. 3 Soviet divisions are stopped by far-outnumbered Finns, scoring their first victory of the Winter War, 1939. 2k/hex. 140 counters, 3 scenarios. '001								
<b>Azure Wish Edition</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
<b>Europa Universalis, 2nd</b>	8221	\$149.00		Mint	BC	OoP		8 6
7 units loose from tree. Rules in decent English; map, counters in Latin. Probably the MOST BEAUTIFUL gm produced to date w/ an equally ambitious subject: 3 centuries of European wars & worldwide exploration & exploitation. Lrg gm w/ 2 maps, 1400 5/8" units, 72pgs of rules + 2 tables/scenario booklets. For 2-6 players w/ 20 btl, 5 solitaire, 7 mini campaign & the Grand Campaign (1492-1792) scenarios. HIGHLY RECOMMENDED. D.Thibaut'95								
<b>Rossvia 1917, the Russian Revolution</b>	106082	\$149.00		New	BC	OoP		6 4
W/ English rules. Scenario booklet has several v.lite creases on cover, and a 2" dirt smudge on one inner page. Many sml, speck-like abrasions on box btm. Otherwise mint. ■ French-produced game with rules in very decent but imperfect English on photocopied stock; 2 maps are nice, airbrushed hex maps of Poland & Russia extending to the Urals. 1092 counters are traditional, v.nicely done Nato style. Div lvl strategic gm of the Russian Revolution in Russia from Poland to the Urals, for 2-4 players. Four White Russian factions, plus several Allies factions, take on the Bolsheviks from Nov'17 thru Apr'21. 22pgs of rules. 5 scenarios & campaign. Definitely a colorful game. F.Thomas'95								
<b>B&amp;B Productions</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
<b>Plague!</b>	41639	\$49.00		Mint	FB	OoP		A M
Great, tongue-in-cheek, 2-4 player family game celebrating the 643rd anniversary of the Black Death! Players play burial companies trying to be first to bury 99 people in Melcombe & Weymount, England, in 1348. Bring out your dead! Received positive reviews when released. '91								
<b>Balboa Game Co.</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
<b>Bataan, Battle for the Philippines</b>	85042	\$25.00		Excell	n	OoP		4
Includes handmade colorized map to supplement original. ■ Simplistic game of the final battles of the Philippines on the Bataan Peninsula. Japanese must eliminate all American units in 10 turns in rough terrain to win. G.Munson'73								
<b>Tobruk, Battles for...</b>	10812	\$75.00		Mint	zl	OoP		4
4 scenario gm of btls in area around Tobruk, Apr-May'41, at btlm lvl. Well researched. B.Commido'75								
<b>Bandal America Inc.</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
<b>Miracle Five</b>	86600	\$15.00	**	New	LB	**	OoP	A
Simple, fast playing game that elaborates on tick-tac-toe. Players maneuver their 12 pieces around a 9x10 grid seeking to be the first to get 5 pieces in a row. '08								
<b>Battelline</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
<b>Air Force, 1st</b>	106483	\$35.00		Mint	FB	OoP		1
Box cover mildly concaved, with a sml puncture repair on cover. A few counters have a circular/linear indentation from counter tray. Others clean. ■ Good but involved game of air-air combat in Europe, '43-45, between western allies & Germany. C.Taylor'76								
<b>Air Force, 1st</b>	106565	\$15.00		V.Good	FB	OoP		1
Missing 1 air unit; ID included; easily substituted by other similar counters; Others complete. Box side split repaired. Margins of intro game play thru mildly sun discolored. Price tag on box cover. ■ Good but involved game of air-air combat in Europe, '43-45, between western allies & Germany. C.Taylor'76								
<b>Air Force, 1st</b>	89825	\$15.00		Excell	FB	OoP		1
Good but involved game of air-air combat in Europe, '43-45, between western allies & Germany. C.Taylor'76								
<b>Air Force, 1st: Expansion Kit</b>	88855	\$42.00		Excell	FB	OoP		1
Adds French, Italian, Soviet aircraft & expands the range of German, British, US & Japanese air forces. Hard to find & interesting expansion kit for this game of air-air combat in Europe & the Pacific. '77								
<b>Bellca 3rd Generation</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
<b>Roads to Stalingrad</b>	105517	\$42.00		New	BC			4
Slight concavity to box btm. ■ First of an intended Campaign Commander series of games. This game covers the struggle for southern USSR from the summer of 1942 thru winter of 1943, including Stalingrad. Operational level. '10								
<b>Bill Cobb Productions Inc</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
<b>Berzerkerbirdz Extreme Sports Arena Game</b>	81980	\$20.00	**	New	LB	**	OoP	1 6
Large, simpler game in which 2-6 players are contestants in an extreme sports contest played on rocket powered space boards for control of planets. Board game that includes cards. '07								
<b>Blackball Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
<b>Seas of Iron Card Game</b>	105397	\$18.00		New	SB			1 4
Small game of battleship combat for 2-4 players set in the first half of the 20th century. Simple to learn & quick playing, can be played head-head or as teams. Goal is to be the last one floating in a duel to the death. Akin to Modern Naval Battles. '14								
<b>Blackalburg Tac Res Ctr</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
<b>Black Death</b>	83434	\$10.00		New	Fo	OoP		A 6
Original, printed, 1st edition; download of graphically updated 2nd ed PDF version avail upon request. ■ Original, printed, 1st edition; download of graphically updated 2nd ed PDF version avail upon request. Satiric game in which 2-6 players attempt to use specific diseases from the Far East to depopulate Europe. Highest body count wins. G.Porter'93								
<b>Blue Guldon Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
<b>SS Abyss, Hungary 1945 2nd</b>	102319	\$29.00		New	BC			4

Email us anytime at M.Dean@FineGames.com, phone 541-756-4711 between 10am-9pm PST, FAX (702) 926-5205, or write 2078 Madrona St., North Bend OR 97459-2143 USA.

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surcharges	General	Box	Out-of	Errata	Game #-of		
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale	Plyrs
Game of the final TWO German offensives in the east. First is the attempt by the remains of the 6th Panzer Army to relieve Budapest and then protect the Hungarian oil fields in Jan'45. A second German offensive in Spring'45 saw a refitted 6th SS Pzr Army (now with 80k troops & 300 tanks including lots of Pzr V & VI) attack alert & dug in Soviets. Includes 2 11x17 maps, 280 counters. Revised somewhat from earlier 1st edition. P.Moore'08										
<b>Bounding Fire Productions</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>ASL:Beyond the Beachhead 2nd</b>		97403		\$42.50	New	Fo				2
Scenario pack including 4 maps & 5 overlays covering 16 scenarios in the bocage country of Normandy, 1944. Reqs multiple ASL kits to play. This is a superset of the 1st ed BtB kit. '09										
<b>ASL:Crucible of Steel</b>		102766		\$115.00 **	New	Fo **				2
Must ship separately when shipped at non-boxed rate. ■ Must ship separately when shipped at non-boxed rate due to bulk. Large, 32 scenario kit depicting tactical battles from the southern pincer of Kursk, Op Citadel, July 1943. Includes 3 boards, 2 new & 4.5 updated countersheets, (394 counters), rules & magazine with historical articles plus analysis of slopes, dug-in tanks, forts etc. A major kit on a highly gameable subject. Req Blood & Jungle, Into the Rubble, High Ground 2, boards 16,17,33,38,43,44,56,57,62. C.Smith, S.Swann'11										
<b>ASL:Operation Cobra</b>		99567		\$38.00	New	Fo				2
Scenario pack w/ 88 new counters, 12 scenarios & an overlay covering actions during the US Cobra offensive that began the breakout from Normandy. Reqs several ASL kits to play all scenarios. '09										
<b>B50 Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Bitter Victory 1st</b>		74533		\$22.00	New	n	OoP			3
Simpler game of the Allied invasion of Sicily in 1943 that is fast & fun. Unit strength translates to the number of dice rolled for combat (ala the Block Game System). Also provides an optional resource 20-card deck that allows players to perform a limited number of actions among the many options they have, such as rallying units, or using armored abilities, getting supplies, etc. 224 Counters must be mounted & cut apart. 3.5mi/hex, 2day/turn, btn/rgt level. Well done map on 4 11x17 heavy stock panels. R.Berg'06										
<b>Blackshirt, Italian Invasion of Egypt</b>		80144		\$20.00	New	Fo	OoP			4
Simpler game using BSO's Bitter Victory system to cover Italy's abortive invasion of Egypt, 1940, and their disastrous rout from the frontier. Minimal rules, and a small deck of card for each player that provides special abilities or cancels opponent's abilities. 135 Counters must be mounted and cut apart. R.Berg'07										
<b>Canadian Wargames Journals</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Habitants &amp; Highlanders</b>		103362		\$25.00	Mint	Bk	OoP			2
Miniatures rules & scenarios set covering the Seven Years War in N. America (aka the French & Indian Wars). Includes 9 miniatures scenarios with historical background, plus a Montcalm & Wolff board game of the entire board (for which counters must be photocopied, mounted & cut apart). 74pg. '92										
<b>Centurion Military Hobbies</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Alien Armada</b>		91924		\$20.00	V.Good	BC	OoP	Err	6	4
Missing 2 red units, ID unknown. 3 corners repaired w/ strapping tape. Largely strip punched. ■ Largely strip punched. Strategic & tactical lvl gm of human defense against an alien empire for 1-4 players. '83										
<b>CheapAss Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Safari Jack Card Game</b>		77966		\$5.00	New	n	OoP		A	4
Simple, humorous card game for 2-4 players. Players build a map using cards showing terrain, and move around the board looking for points for "kills". Good, fast family game. J.Ernest'98										
<b>Chessex Manufacturing</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Counter Trays, Chessex Style Tray 10-Pak</b>		106413		\$29.00	New	FB				Z
10-pak ■ 10-Pak of this 1pc fold-over, clear plastic counter trays with 16 1.5x2.5" compartments. These are similar to the AH style trays. RECOMMENDED due to their construction and price. '03										
<b>Counter Trays, Chessex Style Tray 20-Pak</b>		104898		\$58.00 **	New	LB **	OoP			Z
20-pak ■ 20-Pak of this 1pc fold-over, clear plastic counter trays with 16 1.5x2.5" compartments. These are similar to the AH style trays. Fits all bookcase games (including smaller, AH-sized boxes). RECOMMENDED due to their construction and price. '03										
<b>Counter Trays, Chessex Style Tray 25-Pak</b>		106157		\$75.00 **	New	LB **				Z
25-pak ■ 25-Pak of this 1pc fold-over, clear plastic counter trays with 16 1.5x2.5" compartments. These are similar to the AH style trays. Fits all bookcase games (including smaller, AH-sized boxes). RECOMMENDED due to their construction and price. '03										
<b>Clash of Arms</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Age of Reason, Battles of... Primer</b>		106045		\$39.00	New	Bk	OoP			4
88pg perfect bound players guide booklet covering the Age of Reason game series (including Fontenoy, Leuthen, Zorndorf, Monmouth, Kolin & Brandywine/Germantown. Applies to all editions of this series rules, but designed around the latest (3rd) introduced with Fontenoy. Includes an upgrade/errata countersheet w/ 280 units, 3rd ed rules update, rules demonstrations, game tactics, learning modules. '13										
<b>Amateurs to Arms!, the War of 1812</b>		105237		\$74.00	New	BC				4
Operational/strategic game of the War of 1812 between US & British/Canadian forces on all fronts of the war in North America including the South. Played on a large scale map & includes 150 illustrated cards impacting place, 352 counters. Simpler & fast playing. '12										
<b>Clash of Armor: Rommel's Battles</b>		91758		\$15.00	New	Fo	Going			2
6 scenarios for mini btlis in which Rommel was involved, all at 1:100yds.										
<b>Close Action, Age of Fighting Sail</b>		107097		\$40.00	New	BC				1
Ship-ship combat during the age of sail in 24 scenarios of varying size. Excell graphics, but can this best the king of the hill, Wooden Ships? M.Campbell'97										
<b>Close Action: Monsoon Seas Kit</b>		104791		\$21.00	New	Bk				1
2nd scenario kit for Close Action system. Covers actions in the south Atlantic Indian Oceans against the Brits, 1777-1783, led by French admiral Suffren. 20 scenarios plus new rules. M.Campbell'07										
<b>Close Action: Rebel Seas Scenario Book</b>		107098		\$20.00	New	Bk				1
Book of 20 additional scenarios of naval combat during the American Revolution, intended for Close Action but usable w/ any other game system. '02										
<b>Command at Sea, Atlantic Navies</b>		105412		\$99.00 **	New	BC **				1
Miniatures oriented rules & counter set to recreate WW2 in the N.Atlantic & Mediterranean, in the air & at sea 1939-45. Sister game to Rising Sun & Supermarina. The edition focuses in depth on the navies of Germany, France & Britain, emphasizing French capabilities. Includes 4th ed series rules (which make all games in the series, including Fear God & Harpoon, compatible). Includes 700 counters & booklets for each of three featured nations. L.Bond'09										
<b>Command at Sea: American Fleets</b>		105240		\$23.00	New	Bk				1
Booklet compiling & revising data for all US navy ships, aircraft & weapons systems used in WWII, effectively replacing the data annexes in Rising Sun. Covers both Pacific & Atlantic theaters. 112pg. '11										
<b>Command At Sea: Baltic Arena Kit</b>		101333		\$19.00	New	Bk				1
Add-on rules & 13 scenarios covering the forgotten sea of WW2, the Baltic. Includes articles on the Finnish navy, Soviet subs, coastal artillery, plus updated mine rules. Includes 128pgs w/ 13 scenarios covering a variety of engagement types, and each with its own map. '06										
<b>Command at Sea: Bywater's War Kit</b>		105677		\$30.00	New	Bk				1
Scenario booklet with 2 countersheets allowing players to game any of 30 scenarios based on Hector Bywater's 1920s book of a naval war between Japan & the US set in 1931, plus 3 alternate scenarios set in 1926, 1932 & 1939. Its a mix of real world & the hypothetical, but all very astute & plausible. Reqs only the CAS 4th rules to play. B.Eldridge'12										
<b>Command at Sea: Emperor's Fleet</b>		107100		\$21.00	New	Bk				1
94pg booklet compiling & revising data for 200 ships & 130 aircraft types used by the Imperial Japanese in WWII, effectively replacing the data annexes in Rising Sun & serving as a data annex for Steel Typhoon. Mates with American Fleets & Atlantic Navies. '11										
<b>Command at Sea: Gruppe Nord</b>		107101		\$21.00	New	Bk				2
128pg Booklet compiling & revising data for all German ships, aircraft & weapons systems used in WWII, effectively replacing prior data annexes & bringing this in line with CAS 4th ed. L.Bond'12										
<b>Command at Sea: Home Fleet</b>		107102		\$20.00	New	Bk				2
Booklet compiling & revising data for all British ships, aircraft & weapons systems used in WWII, effectively replacing prior data annexes & bringing it in line with CAS 4th ed. 112pgs. L.Bond'12										
<b>Command at Sea: La Guerre Navale</b>		102053		\$21.00	New	Bk				2
Booklet compiling & revising data for all French ships, aircraft & weapons systems used in WWII, effectively replacing prior data annexes & bringing it in line with CAS 4th ed. Equal emphasis on the fleet that was and the fleet that could have been. CAS v7; Atlantic Navies book 1. L.Bond'12										
<b>Command at Sea: Mediterranean Fleets</b>		105241		\$19.00	New	Bk				2

Game Title (& Edition or Issue #)		Game	Cash-Basis	Ship Surcharge Flag	General	Box	Out-of	Errata	Game #-of		
Specific Condition, Subject, Designer, Year		Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale	Plyrs
Booklet containing all the details for ships, aircraft, weapons etc for the Italian, Greek, Turkish & Yugoslav navies during WWII (replacing the earlier Supermarina data, and making it compatible with CAS 4th). Includes 150+ ships & 90 aircraft, including updated Italian values & all from 1939-45 (plus some prototypes). L.Bond'13											
<b>Command at Sea: Shattered Armada</b>		<b>105040</b>			<b>\$29.00</b>	<b>New</b>	<b>Bk</b>				1
Kit adding naval battles that did or could have occurred during the Spanish Civil War, 1936-9, using the Command at Sea system. Includes actual battles, possible battles between nearby combatants, and what-if battles based on contingency plans. 22 scenarios, 210 counters. '14											
<b>Command at Sea: Steel Typhoon Kit</b>		<b>105680</b>			<b>\$32.00</b>	<b>New</b>	<b>Bk</b>				1
Booklet containing rules & OoB for the 2nd half of the War in the Pacific, with 36 scenarios covering the biggest naval battles in the Pacific during WW2, including Rabaul, Truk, the Marianas, Leyte Gulf & Okinawa. Includes both historical & what-if scenarios. Includes 3 counters sheets of ships & aircraft. Uses the 4th ed Command at Sea system. E.Kettler'12											
<b>Convoy, Deadly Waters</b>		<b>107105</b>			<b>\$26.00</b>	<b>New</b>	<b>BK</b>				1
First in a series of miniatures-oriented games of naval combat during World War II at the tactical & operational level. This initial game's focuses on the Gibraltar convoy runs, Jan'41-Dec'42, during the critical period in North Africa. CD included with ship characteristic forms & damage cards. Designed for fast play, with minor contacts resolved with a few die rolls & others moving to tactical combat. 8hrs/turn. No counters included. M.Wright'10											
<b>Epic of the Peloponnesian War</b>		<b>107107</b>			<b>\$59.00</b>	<b>New</b>	<b>BC</b>				6 4
Large, 2-4 player, 2map, 560 counter game using a card driven system to cover the Peloponnesian War, a bitterly fought struggle between Athens & Sparta that ended Greek dominance of the ancient world. 4 scenarios plus a lengthy campaign game. K.Kuhlmann,J.lwamsasa'06											
<b>Fear God &amp; Dreadnought Players Guide</b>		<b>106283</b>			<b>\$9.00</b>	<b>Mint</b>	<b>Bk</b>				1
Inventory stick removed from cover, leaving adhesive & paper residue. Otherwise new. ■ 28pg Strategy & players' guide to this Command at Sea/Harpoon system ported to World War 1. L.Bond et al'01											
<b>Fontenoy, Battle of... May 1745</b>		<b>106360</b>			<b>\$59.00</b>	<b>New</b>	<b>BC</b>				4
Colorful game in the La Bataille style, using the Age of Reason system to cover a key battle of the War of Austrian Succession. Marshale Saxe's French defend against a mixed Allied force. Also includes a second game, Battle of Melle, July 1745. 840 counters, 3 maps. M.Hinkle'12											
<b>Harpoon, 4th: South Atlantic War 2nd</b>		<b>98551</b>			<b>\$35.00</b>	<b>New</b>	<b>Bk</b>	<b>OoP</b>			1
Last copy. ■ 26 scenario booklet covering all aspects of the 1982 Falklands Campaign. Presented with Harpoon 4 in mind, but applicable to any minis system. E.Kttler'02											
<b>Hell of Stalingrad</b>		<b>106280</b>			<b>\$69.00</b>	<b>New</b>	<b>BC</b>	<b>OoP</b>			4
Card game of War is Hell series using 4 decks to represent army formations, combat, and the elements of the city of Stalingrad. Can be played quickly or in a short evening as a multiplayer campaign game. 236 cards, 196 counters. '09											
<b>La Bataille de La Moscowa 4th</b>		<b>96256</b>			<b>\$129.00</b>	<b>** New</b>	<b>FB **</b>	<b>OoP</b>			2
3rd reprint of this bltn/rgt level battle of Borodino, Sept 1812, on 4 maps with c.1000 units using the classic La Bataille game system. This version uses the CofA colorful ensignias on counters rather than NATO symbols, revises the OoB, maps & rules, & expands the area covered by the maps. 100m/hex, 100men/strength pt. A labor of love. '11											
<b>Landships! Tac Weapon Innov 1914-18, 3rd</b>		<b>105041</b>			<b>\$35.00</b>	<b>New</b>	<b>BC</b>				2
Ptn/sqd lvl combat in WW1 in 20 scenarios, 1914-8 focusing on use of technologies & tactics thruout war. NOT focused exclusively on tanks. P.Moore'94											
<b>Landships!: Infernal Machines Kit</b>		<b>105243</b>			<b>\$25.00</b>	<b>New</b>	<b>Fo</b>				2
Expansion kit with 2 new map panels & 280 counters plus lots of new scenarios for this game of low level tactical combat involving early tanks. This kit focuses on vehicles from 1915-1933. '99											
<b>Legion of Honor</b>		<b>107109</b>			<b>\$57.00</b>	<b>New</b>	<b>FB</b>	<b>OoP</b>			A
~											
<b>Lobositz, First Battle of 7 Years War</b>		<b>105415</b>			<b>\$42.00</b>	<b>New</b>	<b>BC</b>				3
Battle of Lobositz in which Frederick the Great defeats the Austrians, who attempted to aid the the besieged Saxons. Smaller, 1map game; V.5 in the Battles of the Age of Reason system. '05											
<b>Marching Thru Georgia</b>		<b>103300</b>			<b>\$30.00</b>	<b>Mint</b>	<b>HC</b>	<b>OoP</b>			4
Missing 8 markers & 10 blanks, others unpunched, unused & complete. Color photocopy of countersheet included. Box edges scuffed. Others mint. ■ V.8 of Civ War series. Sherman's campaign against Atlanta, May-Sept '64. Area move. 1990.											
<b>Mediterranean, Desert War 1940-45 Kit</b>		<b>104114</b>			<b>\$45.00</b>	<b>New</b>	<b>BC</b>				6
Kit that requires Brute Force for play, & mates with BF & War Without Mercy to cover all of Europe. Strategic level game of WW2 in N.Africa using the Struggle for Europe system. Covers the N.African campaign, including Tunisia & the Near East, at Brigade & Div level. 30mi/hex, 2wks/turn. 2 counter sheets, 1 map. '05											
<b>Mercy, War Without... 2nd</b>		<b>106050</b>			<b>\$54.00</b>	<b>New</b>	<b>BC</b>				6
Reprint with new (& nice) box art. Strategic, div/corp lvl gm of the war in the East 1941-4 using 2 maps, 8400 counters. Very nicely done graphics on counters & map. Game mates with Brute Force & the Mediterranean. R.Beyma'11											
<b>Naval SITREP Magazine #32</b>		<b>105683</b>			<b>\$6.00</b>	<b>New</b>	<b>n</b>	<b>Going</b>			1
Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. Covers the newest changes to the navies of the world, plus new scenarios & conflicts. ARTICLES ON: Balearic Beligerants 1937 scenario for CAS; new Iranian aircraft; Harpoon Convoy ambush scenario; rebuilding the Russian air force; PT Survivor scenario for CAS; unified critical hit & damage control rules for Admiralty series; Russia's Pacific Fleet; Harpoon rule change for Carrier Flight Decks; Afterburners in a dogfight & missile movement errata; aircraft damage value listing; short of war CAS scenario; India's Barak refits. '07											
<b>Naval SITREP Magazine #33</b>		<b>105684</b>			<b>\$6.00</b>	<b>New</b>	<b>n</b>				1
Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: German AA in WWI; Baltic Intrigue 2008 Harpoon scenario; Levant Lamentations 1941 CAS scenario; Long range Air-Air missiles; Tsingtao Demonstration 1914 Fear God scenario; review of Jap. Men of Yamato movie; Japan's newest DD; Falklands Scenario Combat Tables; More Things Change 1959 CAS scenario; HMS Skate & R Class DDs; Evolution of the MiG-29; Russian export subs. '07											
<b>Naval SITREP Magazine #34</b>		<b>105685</b>			<b>\$6.00</b>	<b>New</b>	<b>n</b>				1
Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. Covers the newest changes to the navies of the world, plus new scenarios & conflicts. ARTICLES ON: Dance of the Vampires Harpoon scenario in the N.Atlantic; Bight Me Fear God scenario 1914; new Uzbek & S.Korean ships, air force tankers; 1944 English Channel scenario for CAS; Harpoon data for Columbian, Venezuelan & Equadoran navies; list of modified maneuver ratings per issue #31 formula. '08											
<b>Naval SITREP Magazine #35</b>		<b>103662</b>			<b>\$6.00</b>	<b>New</b>	<b>n</b>				1
Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: Harpoon Taiwan Skirmish scenario; simplified AAW gunnery in Harpoon; Blockade runners in the Bay of Biscay 1943; Norwegian Navy in exile 1940-5; Rescue the Bismarck CAS scenario; Spahis FG scenario 1914; Iowa BB & Alaska BC conversion projects 1942-4 & others book reviews. '08											
<b>Naval SITREP Magazine #36</b>		<b>101031</b>			<b>\$6.00</b>	<b>New</b>	<b>n</b>				1
Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: CaS Catalonia scenario, 1937; sensor tech development in 20th century; fog (the weather) in gaming; Op Opera Harpoon scenario. Israeli attack on Iraqi nuclear reactor; Cas Scenario between Australian CL Sydney & German raider Kormoran, 1941; Skagerak Harpoon scenario, WW3 in 1991; Fear God scenario, 1919; Israel's special mission aircraft; US Navy's new patrol aircraft. '09											
<b>Naval SITREP Magazine #37</b>		<b>103127</b>			<b>\$6.00</b>	<b>New</b>	<b>n</b>				1
Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: Op Ha'lom scenario (Iran's nuclear program); Iranian air force; Op Morvarid Harpoon scenario, Iran's attack on Iraq's Faw Peninsula 1980; south Korean destroyers. '09											
<b>Naval SITREP Magazine #38</b>		<b>105686</b>			<b>\$6.00</b>	<b>New</b>	<b>n</b>				1
Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: Op Ha'lom scenario (Iran's nuclear program); Iranian air force; Op Morvarid Harpoon scenario, Iran's attack on Iraq's Faw Peninsula 1980; south Korean destroyers. '10											
<b>Naval SITREP Magazine #39</b>		<b>100586</b>			<b>\$6.00</b>	<b>New</b>	<b>n</b>				Z
Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: 2nd Btl of Latakia, Syria 1973. Harpoon scenario; Op Vesuvius, Red Sea 1935 & Makin Raid, Aug 1942, CAS scenarios; Assault & Defense, Persian Gulf 1924, Fear God scenario; French Aquitaine Class Frigate; the Korean Chenonan incident, March 2010; Russian Severodvinsk nuclear sub launches; Taiwan's Kuang Hua IV, NATO's NH90 helicopter; Updating Portugal's fleet; Radar Q&A; CAS 4th Clarifications. '11											
<b>Naval SITREP Magazine #40</b>		<b>104794</b>			<b>\$6.00</b>	<b>New</b>	<b>n</b>				Z
Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: Soviet Flankers aircraft pt2; in-flight refueling w/ tanker table; late WWI German ship building philosophy; CAS hypothetical scenarios Sept'39 off S.America; India's Tejas aircraft; Japanese torpedo doctrine; Japanese AA rockets; Strike Group Reagan & hypothetical "rescue" missions; new class of n.Korean troop transports; air group attack integrity & quality. '11											
<b>Naval SITREP Magazine #41</b>		<b>104795</b>			<b>\$6.00</b>	<b>New</b>	<b>n</b>				Z
Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: Harpoon Wisdom of Shi Lang scenario positing a Chinese assertion of control in the central South China Seas c2013; hypothetical Maru-Ni (suicide motor boats) scenario during Okinawa Landings in March 1945; ships of the Norwegian Navy 1939-40; fictional scenario of an Allied combined force & landing defended by a light carrier group & surface group; Fear God scenario of the blockade of Tsingtao, China. '11											



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Specific Condition Subject Designer Year	Only? Part# Publisher Name	Price EA		Conditn	Type	Print?	Incl?	Scale Plyrs
<b>Naval SITREP Magazine #43</b>	105687	\$6.00		New	n			Z
Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: Gray Seas Gray Skies Harpoon scenario adapted from 1983 computer game; new crafts: Korean T-50 Eagle fighter, Philippine Frigate (formerly USCG Hamilton), Japanese Shimakaze correction, P-63 King Cobra (in Soviet service), MiG-21 updates w/ 10 variations, Korean mini sub; corrections to Bismarck's main battery range; new minis at Shapeways; alternate San Bernadino Straight scenario; Guns & Rovers scenario for Fear God; USS America carrier stats; Battle of Lissa scenario for CAS; 6 British aircraft for CAS; modernizing AEGIS cruisers; the Chinese Eagle Strike missile family; Chinese warship developments; review of AI Nofi's To Train the Fleet for War book. '12								
<b>Naval SITREP Magazine #44</b>	105418	\$6.00		New	n			Z
Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: Product updates related to Harpoon/CAS, plus 4th ed Errata; Fear God Venezuela 1902 scenario; CAS Luzon, Philippines 1938 (Bywater) scenario; the Soviet Mercuriy SSGN project; Russia's Vladivostok LHD, the largest ship built since the collapse of the USSR; Russia's Naval-gator; Norwegian aircraft 1939-40; German Plan Z ship designs; Israeli plans for new aircraft; Chinese warship developments, pt 2; AIS use by US & other navies; India's AEW aircraft; Germany's WWII torpedo; Battle of the South China Seas, c.1980, as the Philippine navy tries to fend off Chinese & Vietnamese aid to Communist rebels on Mindanao; 3 book reviews. '13								
<b>Naval SITREP Magazine #45</b>	106052	\$6.00		New	n			Z
Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: Commentary on the USN's Littoral combat ships; Corvette designs; Seen at the Sea-Air-Space Exposition; Sri Lankan Crisis between India & Sri Lanka & China; German Graf Zeppelin characteristics; Midway Cruiser Action CAS scenario; loss of the Indian Sindhurakshak submarine, 2013. Oct/2013.								
<b>Naval SITREP Magazine #47</b>	106279	\$6.00		New	n			Z
Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: COA Product updates; Harpoon Senkaku Crisis scenario in the China Seas; Caspian Sea Scenario; Imperial German Battleship Concepts in 1911; the Il-2 Sturmovik Fighter; LRASM Enters Service; Goeben's Austrian Gambit for Fear God; Il-38 Novella Enters Russian Service; the FREMM Program, a joint French-Italian Frigate development; Movie review of The Admiral; Torch Italian Style CAS scenario; Russian Sub Force on the Rebound; book review of Hell to Pay. '14								
<b>Naval SITREP Magazine, Best of GDW</b>	104798	\$19.00		New	Bk			1
Booklet compiling a lengthy list of the best of the GDW-issued Naval SitRep mags. Contains many articles, most 1-2pgs long, plus more than a dozen scenarios. 58pgs. '07								
<b>Persian Incurison</b>	106272	\$49.00		New	BC			6
Complete game covering the strategic, military & political game of the what-if of the consequences of an Israeli military campaign against Iran, esp its nuclear industry. Uses a Harpoon system to resolve military conflict, but is as much a game of card-based diplomatic action in which political, intel & military resources are spent to influence events & shape public opinion. Includes lengthy rulebook w/ analysis of the current situation, 280 counters, 110 cards. L.Bond, C.Carson, J.Dougherty'11								
<b>Prague, the Battle of..., 6 May 1757</b>	106274	\$64.00		New	BC			4
Colorful game in the La Bataille style, 8th in the Age of Reason system, to cover the key battle for the area around Prague, 1757 during the 7 Years War. 3 maps, 7 scenarios, 800 counters. Will also include an expansion kit for Lobositz with an extension map & scenario additions. M.Hinkle'14								
<b>Prague, the Battle of..., 6 May 1757</b>	106361	\$64.00		New	BC			4
Colorful game in the La Bataille style, 8th in the Age of Reason system, to cover the key battle for the area around Prague, 1757 during the 7 Years War. 3 maps, 7 scenarios, 800 counters. Will also include an expansion kit for Lobositz with an extension map & scenario additions. M.Hinkle'14								
<b>Union, War for the...</b>	94481	\$25.00		V.Good	BC	OoP		6
One end panel crease & bent, some wear to rules thru use. Otherws EX. ■ Strat level game of civil war in 6 scenarios including 1 basic & grand campaign. Monthly turns, naval forces, many special rules, & leadership key. R.Beyma'92								
<b>Close Simulations</b>		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com		FAX (702) 926-5205 anytime		
<b>Falklands War: Update Kit</b>	92060	\$12.50		Mint	n	OoP	Err	4
Set of rules updates, including 15 (unmounted) additional/errata British ships, that updates the OoB & adds additional rules. Published as a photocopy, not a printed product.								
<b>Columbia Games</b>		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com		FAX (702) 926-5205 anytime		
<b>Athens &amp; Sparta</b>	86659	\$67.50		New	BC			6
Strategic level, block system game of the Peloponnesian War, 431-404BC, both on land & at sea. Fast playing, and covers all of Greece and the lands bordering the Aegean Sea. Includes 100 blocks, 25 event cards. T.Dalglish'07								
<b>Bobby Lee, War in Virginia 1861-5 3rd</b>	106613	\$67.50		New	BC			6
Complete update of this strategic lvl game of the Civil War in the Eastern theater, Norfolk, VA, to Lancaster, PA, using Columbia's block system. 3rd ed map is much bigger, and 20 new blocks added for historical leaders. Scenarios for each of 4 campaign seasons plus Campaign game. Moderate complexity w/ beautiful map & relatively small # (96) of counters (blocks). Uses a tactical combat system as in Napoleon. Good Game. T.Dalglish'14								
<b>Borodino, Napoleon in Russia 1812</b>	102395	\$67.50		New	BC			4
Block-style game of the battle of Borodino near Moscow, the largest & climactic but tactically inconclusive battle during the French invasion of Russia in 1812. Each side must do better than their historical counterparts in order to win at this bloody battle. 110 wooden blocks, 22x22.5" map. T.Dalglish & C.Willner'12								
<b>Crusader Rex 2nd</b>	102155	\$59.00		New	BC			6
2nd ed has graphically updated, larger board, new unit labels, thicker cards & rules updates. Block-style game of the 3rd Crusade, 1187-1192 (the fun only lasted so long...). The Christian Franks compete with the Muslim Saracens for control of key cities in the Palestine. 63 wooden blocks, 25 event cards. J.Taylor, T.Dalglish'11								
<b>East Front II</b>	106131	\$90.00		New	BC			6
Redesign of earlier East Front game, now incorporating VolgaFront kit & adding northern Finland, the Caucasus, the Middle East & the Balkans to two enlarged maps (34x45" total). Blocks & labels are revised. Simple, fast playing, yet challenging game of the war in the east, '41-45, using Columbia's block system. Highly polished system is difficult only in that so many options are possible while resources in the form of supply constrains options. '06								
<b>Euro Front II Kit</b>	96618	\$90.00	**	New	BC	**		6
Revision of earlier kit now suited to East Front II/West Front II game set. Adds new diplomatic & alliance rules & revises exit zones. Adds the 1940 campaigns in France, the lowlands and Scandanavia. Includes 243 blocks, system rules & armies of all the neutrals. '06								
<b>Hammer of the Scots 3rd</b>	106608	\$63.00		New	BC			6
3rd ed updates the map artwork. Block-style, strategic level board game of the Braveheart Rebellion led by William Wallace against Britain, the War of Scottish Independence. Map covers n.England & Scotland. 56 blocks, 25 event cards. T.Dalglish, J.Taylor'09								
<b>Mid-East Peace</b>	10781	\$18.00		Mint	BC	OoP		6 M
Simpler, 2-6 player game of economic, political & military conflict for 2-6 players set in the Middle East. In a word, GO FOR THE OIL. NOT a block game. D.Kowan, T.Dalglish'90.								
<b>Napoleon 4th</b>	102158	\$72.00		New	BC			4 3
An update with higher quality components and a return to the better regarded 1st (& 2nd) edition game structure with fewer areas & units. Block-style game covering the 3 day battle of Waterloo using large wooden blocks, fog of war & step reduction. Both the 1st (Gamma II) and 2nd (AH) editions were very well regarded for repeat play, beginners and tournaments. A simpler, fast-moving game. 58 blocks. Now with a steep price tag. '13								
<b>Quebec 1759, 2nd</b>	106606	\$45.00		New	BC			4
The first block-style game produced. Map bears Gamma II copyright. V.simple game of the French & Indian War in which France lost all control to parts of Canada. Great beginners game; plays quickly and rewards a good strategy. T.Dalglish, Gutteridge '85								
<b>Richard III, Wars of the Roses</b>	104126	\$59.00		New	BC			6
Block-style game of the War of the Roses, where supporters of the houses of Lancaster & York duke it out to see who will rule England. Expands upon Hammer of the Scots system by enhancing the event deck. 63 blocks (representing the major nobles), 42 event cards. J.Taylor'09								
<b>Shenandoah, Jackson's Valley Campaign</b>	96619	\$58.50		New	BC			4
Block system game of Stonewall Jackson's May-June 1862 campaign in the Shenandoah Valley. Using boldness & agility, his smaller force first paralyzed then defeat 3 enveloping Union armies. Brigade level, using an activation system. Block system provides fog of war. T.Dalglish, G.Selkirk'12								
<b>Texas Glory</b>	106127	\$54.00		New	BC			4
Fast playing, block-style, operational-strategic level game of the war for Texas's independence, 1835-6. Texans must delay the Mexicans so they can gather their army. 56 blocks. T.Dalglish, D.Mings, C.Willner'08								
<b>Victory, Blocks of War: Desert Map Kit</b>	41384	\$8.00		New	Fo	OoP		A 4
Kit adding 2 new geomorphic maps, Canal and Desert, for the game for geographical diversity. '98								
<b>Wizard Kings 3rd</b>	106134	\$45.00		New	BC			4 4
Called WK 2nd by publisher (incorrectly); this is the 2007 version. Further revision of Columbia's block game system applied to the magical & mystical world of humans, Orcs, Elves, the Undead & Dwarves. 2-7 Players build their forces & use might & magic on 4 geomorphic maps. Includes 7 full armies. '07								

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<b>Compass Games</b>		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205 anytime			
<b>Bataan! Battle for the Philippines 1942</b>	103085	\$49.00		New	BC	OoP		4
Game depicting the Japanese assault upon the fortified Allied defenders on the Bataan peninsula defending the Philippines in 1942. '10								
<b>Bitter Woods, the Battle of the Bulge 5t</b>	106983	\$69.00		New	DC			4
5th (Deluxe) edition includes everything from prior editions including the expansion in one box, plus enlarged color counters, additional scenarios & an extended campaign covering the Allied counter-offensive. Rgt/brig lvl game of the Btl of the Bulge in short scenarios & longer campaign gm. Intended as a most historical simulation of this oft-gamed offensive. 2 maps, 480 5/8" counters. R.Heller'14								
<b>Breaking the Chains</b>	105093	\$66.00		New	BC			6
Game of a future military conflict in the South & East China Seas c2021. China is presumed to come to blows with another SE Asian nation that soon expands to include the major combatants of the area (& of course the US). But opposing sides are not predetermined but a function of the game's developments. Up to 14 nations can be involved. 350 counters, 80mi/hex, 1day/turn. Uses a solitaire-friendly "roll to evade" naval system. J.Gorkowski'13								
<b>Crusade &amp; Revolution, Spanish Civil War</b>	102911	\$65.00		New	BC			6
Card-driven game of the Spanish Civil War, 1936-9. Game includes 3 phases of the war: the first of small columns of units operating thru a very porous front; then the period of large units & mass mobilization; finally, the decisive phase ending in one side's complete surrender. Played on a national map with pt-to-pt movement. 4 scenarios lasting 1 year to the entire war. 110 cards, 2 countersheets. 60km/area, 1-2mo/turn, rgt/brig/div/corp level. D.Rellos'13								
<b>Eagles of Empire, Spanish Eagles</b>	99960	\$52.00		New	BC			4
Grand tactical level game of two key Napoleonic battles in Spain, Talavera 1809 & Albuera 1811, using the Eagles of Empires game system. W/ 2 maps, 2 countersheets. B.Miller'09								
<b>God Kings, Dawn of Civilization</b>	100888	\$69.00		New	BC	OoP		A 4
2-4 player strategic level, card-driven, multiplayer game of "antiquity", 15th-13th century BC. Object is to establish the historical empires & be the biggest & baddest. '12								
<b>No Peace Without Spain</b>	106981	\$46.00		New	BC			8
Strategic level, card-driven game of European conflict during the War of Spanish Success (1702-13) after King Carlos II of Spain dies heirless & the Bourbon-Hapsburg feud erupts. Point-point map, 55 cards that activate armies & provide events. D.Herndon'11								
<b>Operation Skorpion</b>	105092	\$42.00		New	BC			4
The Allies' May 1941 Brevity offensive failed to relieve Tobruk but did leave them in control of the key Halfaya Pass, allowing them to harass the Germans from the south. Rommel quickly responded with a plan to send 3 panzer battalions to the rear of the pass to capture it. Enemy unit strengths are unknown until combat, and supply units can increase fighting strength. British Matildas as well as artillery are strengths. R.Heller'13								
<b>Price of Freedom, American Civil War</b>	87528	\$42.00		New	BC	Going		8
Strategic level game of the Am Civil War, 1861-5, using a card-driven game system, and focused on 25 key leaders. Can be played in 3hrs. '08								
<b>Proud Monster 2nd</b>	99179	\$109.00	**	New	BC	**		4
Large 4 map game of the War in the East from Barbarossa to 1944 at Div/Corp lvl using a PzrGrp Guderian system. Seriously revised & graphically updated 17 years after initially produced as PM + Death & Destruction add on. 20mi/hex, 2wk/turn, 4 maps. 2000 counters. T Bomba '11								
<b>Silent War: IJN Expansion 2nd</b>	106725	\$35.00		New	HC			1 1
2014 2nd ed reprint. ■ Reprinted kit for Silent War, which adds 336 new counters for all the small warships & cargo craft, and retrofits Silent War with the enhancements of Steel Wolves. '14								
<b>Steel Wolves, German Sub Campaign 1941-5</b>	105924	\$104.00	**	New	DC	**	OoP	4
2014 reprint. ■ Sequel to Silent War, this solitaire game covers the U-Boat war in the Atlantic to the early months of 1943. Players control the assets on both sides during short campaigns or the full time of 1939-43. Covers the N & S Atlantic, Med, western Indian Oceans. Includes 12 sheets! of ship counters, representing every German sub deployed plus what-ifs. B.Miller, S.Jackson'10								
<b>Steel Wolves: German Fleet Boats Kit</b>	102218	\$24.00		New	HC			4 1
Kit for Steel Wolves allowing players to explore the what-if had the Germans focused on larger & longer ranged u-boats (rather than the standard Type VII). This kit alters the beginning campaigns to reflect changes in both German & Allied deployments in the U-Boat War. Also includes 3 more Italian subs. B.Miller'13								
<b>Storming the Reich, D-Day to the Ruhr</b>	103086	\$49.00		New	BC			4
Operational level game of the war in the west, from 7 June 1944 (D-Day) to the end of the Ruhr River battles in 1945. Covers the flow of the campaign, with the slugging match followed by a breakout followed by logistical constraints. 2 maps, 456 counters, div level, 8mi/hex, 2 1-map scenarios + campaign. Sequel to Red Storm Over the Reich. T.Racier'10								
<b>War, Europe 1939-45</b>	102907	\$119.00	**	New	DC	**		8
Fast playing, strategic level game of WWII in Europe including lots of chrome & 12 scenarios. Fills the niche left by Third Reich. Uses cards for U-Boat & strategic bombing, espionage & naval warfare. Up to 5 players can represent the major combatants. Allows many what-ifs such as construction of German aircraft carriers. 1800 counters, 2 maps. E.Copley'12								
<b>Yalu 3rd</b>	106416	\$46.00		New	BC			4
Update of this popular, simpler game of the Chinese-led counteroffensive that routed UN forces, from northern Korea thru the stalemate, 1950-51. Div level, 456 counters (2 sets: classic v graphic), 2 maps. Hi solitaire suitability. J.Hill'10								
<b>Compass Games PAPER WARS Magazine</b>		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205 anytime			
<b>Anzio, Operation Shingle # 77</b>	100761	\$34.00		New	n	Going		4
Mag & game. First issue of this longstanding magazine published by Compass Games & now with a game in each issue. Game covers the initial Allied landings near Rome, Italy, in Jan 1944 & the unsuccessful German offensive in Feb. attempting to drive them back into the sea. Btl/rgt level with large, rectangular counters used to depict offensive & defensive postures. 2 countersheets (168 counters), 6 scenarios. D.Murray'12 / ARTICLES ON: reviews of COL Julius Caesar, COA Atlantic Navies & Steel Typhoon modules for Command at Sea 4th, VIC PT Market-Garden, GMT Fighting Formations Grossdeutschland; DG Reichswehr & Freikorps #273, MAYFR 1812 Inv of Canada, OMEGA Ranger 3rd, FORMOSA Strike on Sarhu 1619, TPS Joan of Arc 1429, HIGH FLY Fighting Legend, BATTLES MAG Night Drop.								
<b>Rockets Red Glare 2nd # 78</b>	102905	\$46.00		New	n			6
Mag & game. Reprint & revision of Simulation Canada's game on War of 1812 w/ strategic map of U.S. east coast & operational map of Great Lakes area. 264 counters, 3mo/turn, 4 scenarios. S.Newberg'13 / ARTICLES ON: Reveils of SCHUTZE Illusionary Fortress 2nd, COLUMBIA Shenandoah, CofA Amateurs to Arms, LEGION Slouch Hats & Eggshells, GMT Bomber Command, WORTHINGTON Blood & Sand, ATO Meatgrinder, LNL Nuclear Winter '68, VELESEN Kampen on Norge; VPG Malta Besieged, MMP No Question of Surrender, GROGNARD Incredible Courage; two new scenarios for Operation Shingle #77 plus errata.								
<b>Confederates, Cavalry &amp; Cannister</b>		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205 anytime			
<b>Iron Brigade</b>	87530	\$55.00		Mint	HC	OoP		4
Die cutting offsets leader names on 12 units; others Cherry. ■ Die cutting offsets leader names on 12 units; others Cherry. Sml, uncommon gm of the Iron Brigade's heroic delaying action on McPherson's ridge on the first day of Gettysburg. The unit lost 2/3rds of its strength but bought vital time for the Union. Graphics are so-so but game is good. 30yd/hex, 6min/turn. L.Millman, D.Martin'82								
<b>Conflict Game Co.</b>		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205 anytime			
<b>Bar-Lev, the Yom-Kippur War of 1973 1st</b>	107190	\$45.00		Mint	HC	OoP		4
Masking tape on 2 box sides & btm, w/ a side panel split. Israeli units falling in strips from countersheet but restored. ■ Simpler, very exciting & often tense game of the Yom Kippur '73 War on both Suez & Golan fronts. Also includes that wonderfully ugly desert-orange map. Includes an air combat & anti-air system as a distinct but rich option. J.Hill'74								
<b>Fall of Tobruk, 1st</b>	1095	\$39.00	**	Excell	LB	**	OoP	Err 3
Unit abbreviations page of rules annotated in colored pencil w/ equiv numerical unit ID. ■ Tac/ov lv gm of Gazala battles, May-June'42. Simple, colorful gm. F.Chadwick'75								
<b>Overlord, 1st</b>	106943	\$35.00		Mint	HC	OoP		4
About 3 dozen counters loose from the tree, but game is unused & others cherry mint. ■ Simple, fun game of the fight for Normandy, from D-Day thru Aug.44. Short rules & fast playing game make for both good replay value & a good BEGINNERS game. Later reprinted by GDW. J.Hill'75								
<b>Critical Hit</b>		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205 anytime			
<b>ASL:Action at Carentan</b>	82207	\$22.00		New	Fo			2
ASL (ok, Squads & Leaders) compatible scenario kit with a color map. 4 scenarios of the US 101st Para against the German 6th para rgt, 17th SS Panzer Btl, etc, in the drive for Carentan. '05								
<b>ASL:Afrikakorps, Along via Balbia</b>	94649	\$12.00		New	zl	OoP		2
8 scenario kit covers various actions during the middle of the war in N.Africa, 1941-2. '10								
<b>ASL:Afrikakorps, Benghazi Handicap</b>	94651	\$12.00		New	zl			2
64pg Booklet detailing real & hypothetical plans in 1942 leading up to Coral Sea & Midway, as the Japanese sweep the eastern Pacific. 20 scenarios. Req Midway & Coral Sea games. '10								
<b>ASL:Afrikakorps, Bitter Enders</b>	103226	\$13.00		New	zl			2
Scenario kit 8 scenarios of actions from Tunisia between Germans & US troops. '10								
<b>ASL:Afrikakorps, Combined Arms</b>	94666	\$12.00		New	zl			2

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Specific Condition, Subject, Designer, Year	Only? Part# Publisher Name	Price EA		Conditn	Type	Print? Incl?	Scale Plyrs
Scenario kit 8 scenarios of actions thruout the war in N.Africa from 1940-1943. '10							
<b>ASL:Afrikakorps, El Guettar Stakes</b>	<b>95429</b>	<b>\$12.00</b>		<b>New</b>	z1	OoP	2
8 scenario kit covers actions between US & British troops v Germans at El Guettar & along the Gafsa-Gabes road outside Tunis. '10							
<b>ASL:Afrikakorps, Frontier War</b>	<b>94658</b>	<b>\$12.00</b>		<b>New</b>	z1	OoP	2
8 scenario kit covers the Italian invasion of Egypt and the British counteroffensive that swept them away in 1940. '10							
<b>ASL:Afrikakorps, Hellfire Pass &amp; Beyond</b>	<b>94660</b>	<b>\$12.00</b>		<b>New</b>	z1	OoP	2
8 scenario kit covers various actions around Halfaya Pass, El Alamein & others, which include a large escarpment. '10							
<b>ASL:Afrikakorps, Operation Torch</b>	<b>94661</b>	<b>\$12.00</b>		<b>New</b>	z1		2
Scenario kit 8 scenarios of actions between US, German, Italian & Vichy French forces during the Torch invasion of N.Africa, Nov'42.							
<b>ASL:Afrikakorps, Reluctant Offensive</b>	<b>94662</b>	<b>\$12.00</b>		<b>New</b>	z1	Going	2
8 scenario kit covers the first German attempt to sieze Tobruk. '10							
<b>ASL:Afrikakorps, Second Time Around</b>	<b>94664</b>	<b>\$12.00</b>		<b>New</b>	z1	OoP	2
Scenario kit 8 scenarios of actions between British & German forces in Tunisia, 1943. '10							
<b>ASL:Airborne Stand 2nd</b>	<b>89255</b>	<b>\$21.00</b>		<b>New</b>	z1		2
Reprint. The Battle for Marcus Heim Causeway, 6-9 June 1944. Revision of the earlier All American Kellam's Bridge kit. Includes a new, larger hex map that also includes the southern portion of the Timmes Orchard map. Includes 12 scenarios. I.Daglish'08							
<b>ASL:Arnhem, the Third Bridge 2nd</b>	<b>89297</b>	<b>\$39.99</b>		<b>New</b>	Fo	OoP	2
2nd ed contains a larger hex map. Detailed and purportedly most accurate simulation of the fighting for Arnhem, 17-25 Sept 1944. Includes a detailed color airbrushed map of Arnhem, 8 scenarios & special rules folder. K.Martin'07							
<b>ASL:Aussie ASL '97 Pak</b>	<b>102487</b>	<b>\$10.00</b>		<b>New</b>	n		2
Set of 8 scenarios focusing on actions thruout the world in which UK troops were involved. '97							
<b>ASL:Aussie ASL '98 Pak 2nd</b>	<b>102488</b>	<b>\$11.00</b>		<b>New</b>	n		2
2nd ed doesn't include color terrain overlays; they must be downloaded. Set of 10 tounry style scenarios focusing on actions thruout the world in which UK troops were involved, including 2 from Korea 1950. '98							
<b>ASL:BdF II [Baraque de Fraiture 3rd]</b>	<b>96148</b>	<b>\$34.00</b>		<b>New</b>	Fo		2
Reprint of this historical scenario pack covering desparate actions as a scratch group of US paratroopers defends a key intersection (Parker's Crossroads) near Bastogne against repeated attacks by 2nd SS Panzer & infantry units during the Battle for the Bulge. 9 scenarios, historical map, 4 countersheets (2 of each of 2 types.) '11							
<b>ASL:Berlin, Final Days 3rd: Tyrants Lair</b>	<b>99834</b>	<b>\$55.00</b>		<b>New</b>	n		2
aka Berlin-Fall of Third Reich: Tyrants Lair II (3rd). Extends the battle for Berlin to less central areas of the city, and includes a massive campaign game that uses all 4 maps & tons of additional counters. Includes underground bunkers in the fighting. Many small, fast & vicious scenarios, 16pgs of rules. Reqs Berlin Final Days. '11							
<b>ASL:Berlin, Tyrant's Lair</b>	<b>91554</b>	<b>\$50.00</b>		<b>New</b>	z1		2
15 scenario Sqd & Leaders COMPLETE GAME focused on the battle for Hiller's bunker. Includes two maps centered on the bunker & Reichstag. Mates w/ Berlin, Fall of 3rd Reich. 312 countrs. 14 of the included scenarios playable without owning Berlin Fall of 3rd Reich. Reqs ASL rules, Beyond Valor & marker sets. '10							
<b>ASL:Berlin, Uber Monster 4th</b>	<b>105300</b>	<b>\$160.00</b>	**	<b>New</b>	FL	**	2
Requires boxed shipment due to size. aka Berlin-Fall of Third Reich or Berlin Final Days. This 4th ed incorporates ALL the components from both the Berlin & Fuhrer's End maps into one package, updated mounted map color rules & 30 scenarios. Does NOT include any counters, so requires separately purchase counterset(s) to play. '14							
<b>ASL:BoB Normandy 2nd</b>	<b>102493</b>	<b>\$29.00</b>		<b>New</b>	FL		2
UST SHIP AS BOXED ITEM due to dimensions. ■ MUST SHIP AS BOXED ITEM due to dimensions. ASL kit depicting the bitter fights for the Bocage country of Normandy by the 101st Airborne. Includes historical map, 8 scenarios, 269 counters. '11							
<b>ASL:Bracchi Hills, Battle for...</b>	<b>90854</b>	<b>\$18.00</b>		<b>New</b>	Fo		2
Sqds & Leaders (ASL) kit providing 10 scenarios & the Santa Maria Infante map covering the attempts of the US 351st Rgt, 88th Inf to break the Gustav Line in an area of Italy with rolling hills that afforded excellent defensive positions to the Germans. '04							
<b>ASL:Brave But Doomed, Btl of Arnhem 1944</b>	<b>102485</b>	<b>\$59.00</b>		<b>New</b>	Fo	OoP	2
ASL scenario kit focused on the battle for Arnhem, 1944, at 50yd/hex. Includes a remastered historical map in 2 sections, 212 counters, 16 scenarios. Called a "variant" module. Req BV & WoAM or FK&C to play. '12							
<b>ASL:Bulge, Battle of the...</b>	<b>101677</b>	<b>\$29.00</b>		<b>New</b>	n	OoP	2
aka Bulge Pak 1. ASL Scenario kit including 2 geomorphic maps with rivers. Revised from prior Euro Pak II & kit mainly with the new maps & updated scenarios & graphics. '11							
<b>ASL:Busting the Bocage BAR [4th] Ed</b>	<b>103229</b>	<b>\$30.00</b>		<b>New</b>	ZL		2
MUST SHIP AS BOXED GAME DUE TO SIZE; has unfolded, uncut map. Scenario pack w/ a map from Normandy, Pointe du Hoc, plus 6 scenarios covering the US 2nd Rangers struggle to push thru the hedgerows of bocage country in Normandy. '13							
<b>ASL:Carnage at Cassino</b>	<b>47763</b>	<b>\$25.00</b>		<b>New</b>	Fo		2
8 scenario & 4 campaign scenario kit of the vicious battles for Monte Cassino, 1944. Includes a color map of the mountain and lowlands plain. '99							
<b>ASL:Chosin Few</b>	<b>105309</b>	<b>\$75.00</b>		<b>New</b>	n		2
ASL game of the initial Chinese assault against the US Marines at Toktong Pass & Chosin Reservoir, Nov 1950. Includes an historical map of the cold, bleak area in northern Korea. 592 counters, 10 scenarios. Reprinted from Toktong Pass. L.Winslow'11							
<b>ASL:Digger Pack I</b>	<b>97550</b>	<b>\$38.00</b>		<b>New</b>	Fo	OoP	2
Scenario kit focused on actions in the Pacific featuring Aussies. Includes 212 counters, 12 scenarios, 1 small geomorphic map. Req ASL rules, BV, Yanks, Bushido, West Alamein & Gung Ho to play all scenaris. '12							
<b>ASL:Dzerzhinsky Tractor Works</b>	<b>54480</b>	<b>\$39.00</b>		<b>New</b>	n	OoP	2
Platoon Ldr v2 campaign scenario pack covering the 37th Guard's defense against 14th & 24th Pzr & 305th Inf during mid-Oct. 1942 during the btl for Stalingrad. 4 campaign scenarios including a solitaire one, plus full sized color, professionally printed map. '98							
<b>ASL:Dzerzhinsky Tractor Works Scenarios</b>	<b>99398</b>	<b>\$11.00</b>		<b>New</b>	n	OoP	2
Additional scenarios not in the original Dz Tractor Works kit. '12							
<b>ASL:Euro-Pack #1 2nd</b>	<b>84819</b>	<b>\$10.00</b>		<b>New</b>	n		2
aka ASL Pak 1. 2nd ed incorporates errata. Set of 8 scenarios focusing on European actions during the first 2 years of the war. Created in Europe. '03							
<b>ASL:Euro-Pack II, Btl of the Bulge</b>	<b>79180</b>	<b>\$11.00</b>		<b>New</b>	n		2
Set of 8 scenarios focusing on battles in Belgium during the Battle of the Bulge. '98							
<b>ASL:Euro-Pack III, Late War '44-45</b>	<b>82215</b>	<b>\$14.00</b>		<b>New</b>	n		2
Set of 8 scenarios focusing on European actions on both fronts during the last 2 years of the war. Created in Europe. '98							
<b>ASL:Euro-Pack IV, North Africa</b>	<b>84820</b>	<b>\$11.00</b>		<b>New</b>	n		2
Set of 8 scenarios focusing on the N.African, Dec'40-Jun'42. '98							
<b>ASL:Euro-Pack V, Eastern Front</b>	<b>47753</b>	<b>\$10.00</b>		<b>New</b>	n		2
8 scenarios covering action on the Eastern Front from 1941-3. '99							
<b>ASL:Euro-Pack VI, Partisans &amp; Irregulars</b>	<b>78762</b>	<b>\$11.00</b>		<b>New</b>	n		2
8 scenarios covering Partisan actions in the USSR, Yugoslavia, Spain, Poland, Greece, China & Italy. '99							
<b>ASL:First Wave at Omaha</b>	<b>91944</b>	<b>\$72.00</b>		<b>New</b>	Fo	OoP	2
Large ASL-compatible kit with 3 maps (3x6' total!) & LOTS of counters (5.5 sheets), 16 scenarios, allowing play of all of Omaha Beach during D-Day. 40m/hex. Play begins with a beach landing ala Saving Private Ryan. '09							
<b>ASL:Gates of Hell, Kursk at Ponyri Pt 2</b>	<b>105307</b>	<b>\$79.00</b>		<b>New</b>	FL		2
Requires boxed shipment due to size. ASL Adv Sqd Leader kit that mates with ASL Devil's Domain II to form a massive, 4map game of the Kursk offensive of 1943 (but is not reqd to play this kit). Includes a variety of scenarios of various sizes, 3 countersheets, 3-holed special rules, 2 historical maps. Reqs Beyond Valor to play. '14							
<b>ASL:Gembloux, the Feint</b>	<b>73157</b>	<b>\$20.00</b>		<b>New</b>	z1	OoP	2
ASL kit providing 8 scenarios & 2 Platoon Ldr campaigns for the Btl of Gembloux Gap in Belgium, May 1940. Includes cardstock, color map & professionally produced scenarios scenarios sheets, charts & notes. T.Robinson, P.Ramis'97							

Email us anytime at M.Dean@FineGames.com, phone 541-756-4711 between 10am-9pm PST, FAX (702) 926-5205, or write 2078 Madrona St., North Bend OR 97459-2143 USA.									
Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surcharge Flag	General	Box	Out-of	Errata	Game #-of	
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale
									Plyrs
<b>ASL:Genesis II [2nd]</b> Huge module covering the '47-48 Arab-Israeli War, now with additional material on the '56, '67 & 73 wars. Includes lots of special rules, & new charts & tables to cover this unique conflict. W/ 1000+ 1/2 & 5/8" die cut counters, 22 scenarios & the campaign game. Requires markers & rules to play. 2nd ed substantially updates counter art, adds actions from the '67 & '73 wars, & so lots of more counters. Adds Kibbutz & historical Jerusalem boards. '12		104945		\$89.00	New	Fo	OoP		1
<b>ASL:Gustav Graveyard, Btl of Cassino I</b> ASL scenario kit focused on various assaults on Monte Cassino, a keypin of the German Gustav line in Italy. 6 nations fight bitterly over this landscape. Includes 212 counters, historical map, 8 scenarios. Req BV, Yanks, WoAM & Rules to play. '12		99482		\$39.00	New	Fo			2
<b>ASL:Hell Behind the Eastern Front</b> Historical module focused on security operations & partisan sweeps against partisans on the eastern front, 1943-4. Includes an historical map, 424 countersheet, rules & 9 scenarios. '12		102698		\$50.00	New	Fo	OoP		2
<b>ASL:Hell in the Liri Valley</b> ASL scenario kit focused on battles toward Rome in 1944 as the 351st Rgt/88th Div attempts to crack the difficult Gustav Line. Includes 212 counters, 1 map, 12 scenarios. Req Yanks, BV to play. '12		97551		\$38.00	New	Fo			2
<b>ASL:Hell's Bridgehead 3rd NO MAP</b> 3rd ed withOUT map ■ 3rd ed withOUT map; adds new scenarios, more counters. ASL (OK, a Squads & Leaders system) module covering the battle of Kursk in 6 scenarios & 2 campaigns, with 312 counters. Revises Brecourt Manor scenario. '11		101733		\$25.00	New	Fo	Going		2
<b>ASL:Hell's Bridgehead, Kursk 1943</b> Kit providing 6 scenarios, 140 counters, and a historical, full sized map of the area around the Psel River bridgehead during Kursk, '43. Intended for use w/ ASL but you'll not see the term used in this game (instead, Squads & Leaders). '00		72773		\$27.50	New	Fo	OoP		2
<b>ASL:Hell's Bridgehead, Kursk 1943 2nd</b> 2nd ed provides a large hex map. Kit providing 6 scenarios, 140 counters, and a historical, full sized map of the area around the Psel River bridgehead during Kursk, '43. Intended for use w/ ASL but you'll not see the term used in this game (instead, Squads & Leaders). '06		80689		\$25.00	New	Fo	OoP		2
<b>ASL:Hell's Bridgehead, Kursk 1943 3rd</b> Update w/ 3rd ed map; adds new scenarios, more counters & new map. ASL (OK, a Squads & Leaders system) module covering the battle of Kursk in 6 scenarios & 2 campaigns, with 312 counters & a color, historical map. Revises Brecourt Manor scenario. '11		95438		\$29.00	New	Fo			2
<b>ASL:Hero Pax 1, Hurtgen Hell to Bulge</b> Kit containing 8 scenarios during the latter part of the war on the German frontier, with emphasis on heroes. '02		86039		\$12.00	New	n			2
<b>ASL:Hero Pax 2, Eastern Front Hero Fest</b> 8 scenario pack focused on actions on the eastern front & using a tournament style framework with low unit density & few special rules or pieces. Requires boards 8,11,22,32,34,36,40,42,46,50 & DLX B & D. '03		75780		\$12.00	New	Fo			2
<b>ASL:Hero Pax 3, Jungle Heroes</b> 10 scenario pack focused on actions on jungle fighting in the Pacific theater. '05		81022		\$12.00	New	Fo			2
<b>ASL:Hero Pax 4, Med Theater of Ops</b> Scenario pack with 8 toumy style scenarios plus 2 additional ones, all focused on battles around the Mediterranean. '06		81028		\$10.00	New	Fo			2
<b>ASL:Kursk, Devil's Domain II [2nd]</b> Requires boxed shipment due to size. Update of this module covering the southern portion of the German's July 1943 Kursk offensive. Mates with Gates of Hell to provide a huge battlefield of Kursk (but not required to play this game separately). Includes 16 scenarios, new counter collection in camo motif with all combat counters needed for play, 3-holed rules, 2 maps. Reqs markers to play. '14		105303		\$79.00	New	FL			2
<b>ASL:Leatherneck Campaign Pack 2</b> Scenario kit providing 8 scenarios involving the US marines in the all the theatres in the Pacific during WW2. '98		77406		\$12.00	New	zl			1
<b>ASL:Leatherneck Campaign Pack 3</b> Scenario kit providing 8 scenarios involving US Army units together with US marines in the all the pacific theatre. '99		76966		\$12.00	New	zl			2
<b>ASL:Major Upham Battle Pack</b> ASL focused on actions early in the war in north Africa involving Major Upham. '12		100395		\$15.00	New	n			2
<b>ASL:Nordic Twilight</b> ASL scenario pack covering 10 actions in the vicinity of Wingen-sur-Moder in the Moder Valley of France, Jan 1945. The Germans launch a spoiling attach to confound the US Operation Whirlwind, surprising the Americans & quickly gaining key ground in the narrow valley in winter. Includes historical map, 6 counter sheets. Includes complete 6th SS Mtn Div OoB. '11		102728		\$59.00	New	Fo			2
<b>ASL:Omaha East</b> Game w/ 2nd ed map that allows mating with Omaha West (First Wave at Omaha), and extends the map to the east. A big game, now boxed, with 16 scenarios, 1000 counters, rules, play aids, 3 maps. Makes your head swim, as does the price. '13		101570		\$199.00 **	New	BC **			2
<b>ASL:Omaha West [First Wave at Omaha 2nd]</b> Reprint & upgrade of this large ASL-compatible game, including additional counters & scenarios. With 3 maps (3x6" total) & LOTS of counters (1150), 16 scenarios, allowing play of all of Omaha Beach during D-Day. 40m/hex. Play begins with a beach landing ala Saving Private Ryan. Requires the rulebook, markers, emplacement counters, ? markers. '12		99794		\$87.00	New	Fo	OoP		2
<b>ASL:Omaha West 3rd MAP UPGRADE SET</b> 3rd edition MAP ONLY upgrade. Includes a remastered 3-map set.		103234		\$34.00	New	Fo			2
<b>ASL:Omaha West Final Countdown Ed [3rd]</b> 2nd upgrade of this large ASL-compatible game, including additional counters & scenarios. With 3 maps (3x6" total) & LOTS of counters (5.5 sheets), 16 (including both small, fast playing ones & a monster covering the 3 maps) scenarios. Mates with Omaha East game to allow play on 6 maps covering all of the Omaha beaches. 40m/hex. Play begins with a beach landing ala Saving Private Ryan. Req markers to play. '13		101828		\$99.99	New	Fo	OoP		2
<b>ASL:Ordeal Before Shuri, Btl of Okinawa</b> Scenario pack focused on the fight for Okinawa, 1945. Includes 8 scenarios, & color map. '99		45824		\$33.00	New	Fo			2
<b>ASL:Orders for the Major [2nd]</b> Update of earlier Scotland the Brave I, covering actions by the Scots during Normandy. Upgraded map, 424 new counters & historical images in scenarios. I.Daglish'12		99611		\$54.00	New	zl			2
<b>ASL:Ostfront Pak I</b> Scenario kit including 8 scenarios from the eastern front 1941-5 plus 4 terrain overlays of various sizes. '13		100434		\$19.00	New	Fo			2
<b>ASL:Platoon Leader v3 &amp; Cemetary Hill 3d</b> 2014 edition. ■ 2014 color update of this ASL kit consisting of the v3 Platoon Leader rules proving campaign games for ASL, and the Cemetary hill scenario pack. Both revised from versions published in the 1990. '14		105312		\$35.00	New	Fo			2
<b>ASL:Pointe du Hoc 2nd</b> ASL-compatible kit covering the 2nd Ranger btn's assault during D-Day. 2nd ed adds new counters w/ new weapons. Limited printing. '08		86724		\$25.00	New	Fo			2
<b>ASL:Pointe du Hoc 2nd: UPDATE KIT</b> Kit upgrading the 1st edition of this scenario kit to 2nd edition, with new counters, play aids, rules & campaign scenario—everything except the map. '08		90605		\$13.00	New	Fo			2
<b>ASL:Pork Chop Hill</b> ASL scenario kit about actions near the end of the Korean War, July 1953, at Pork Chop Hill (an action depicted in the movie by this name). Chinese forces make a massed attack under cover of an artillery bombardment & monsoon rain. Includes full-sized historical map, 296 counters, 6 scenarios. Req Chosin Few kit + BV & Gung Ho to play. '12		102492		\$54.00	New	Fo	OoP		2
<b>ASL:Red Christmas II [2nd]</b> SHIPS BOXED due to size. Has uncut, unfolded map. ■ SHIPS BOXED due to size. Has uncut, unfolded map. ASL scenario kit covering the bitter actions during the Soviet counteroffensive near Moscow, late Dec. 1941. Includes 6 scenarios, 2 historical maps, & 208 counters A,Garell'o'13		103235		\$44.00	New	zl			2
<b>ASL:Retro Pak I</b> First of a series of old & good scenario reprints plus some new ones, all focused on straightforward firefights. 8 scenarios. Req German, American & Soviet counters plus many maps. '08		90644		\$8.00	New	Fo	OoP		2
<b>ASL:Retro Pak II</b> Second of a series of old & good scenario reprints plus some new ones, all focused on straightforward firefights. 8 scenarios. Req German, American & Soviet counters plus many maps. '08		100626		\$10.00	New	Fo			2
<b>ASL:Retro Pak III</b> Third of a series of old & good scenario reprints plus some new ones, all focused on straight forward firefights. 8 scenarios. '12		100627		\$8.00	New	Fo	OoP		2
<b>ASL:Rout Pak II</b> Add-on kit allowing play of 10 scenarios from a wide variety of theatres. '96		31846		\$16.00	New	zl			2



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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surchage Flag	General	Box	Out-of	Errata	Game #		
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale	Plyrs
<b>See page 1 for an explanation of the various codes &amp; column data used in this catalog.</b>										
<b>ASL:Rout Pak III</b>		<b>80013</b>		<b>\$15.00</b>	<b>New</b>	zl				2
Add-on kit providing 8 scenarios from a wide variety of theatres. including Marine Jaegers, Zionists in the Warsaw Ghetto, & the Spanish Blue Division. '98										
<b>ASL:Scotland the Brave I 2nd</b>		<b>74204</b>		<b>\$32.00</b>	<b>New</b>	Fo	OoP			2
6 scenario & campaign kit covering the battle of Epsom between a stout but untried British force defending against the best the Germans could throw their way. June '44. '98										
<b>ASL:Scotland the Brave II</b>		<b>55622</b>		<b>\$27.50</b>	<b>New</b>	Fo				2
10 scenario campaign kit covering more of the battle of Epsom between an untested Scottish division & elements of 3 SS divisions. Links with prior StB I kit for a large battle of Normandy.										
<b>ASL:Scotland the Brave II 2nd</b>		<b>102729</b>		<b>\$23.00</b>	<b>New</b>	Fo				2
2nd ed has a second large hex map as well as orig 5/8" map. 10 scenario campaign kit covering more of the battle of Epsom between an untested Scottish division & elements of 3 SS divisions. Links with prior StB I kit for a large battle of Normandy. Later reprinted as Shout for Piats. '05										
<b>ASL:Scroungin' ASL Retro [2nd]</b>		<b>100663</b>		<b>\$30.00</b>	<b>New</b>	zl				2
Reprint of a number of articles from the late 1990s, & written by European authors, in a 56-pg mag format. Includes 12 ASL scenarios of European battle scenarios. The scenarios & the exterior covers reflect current graphic standards; all the content is b&w and is retro in its nature. '13										
<b>ASL:Shout for Piats [2nd]</b>		<b>101685</b>		<b>\$50.00</b>	<b>New</b>	zl	Going			2
Update of earlier Scotland the Brave II, covering further actions by the Scots during Normandy. Upgraded map, 424 new counters & historical images in scenarios. I.Daglish'12										
<b>ASL:Stonne Heights, Sedan 1940 3rd</b>		<b>96155</b>		<b>\$55.00</b>	<b>New</b>	Fo				2
Update of this ASL system game of the Gross Deutschland division v French armor at Stonne, 1940. 16 scenarios, a historical map & 3 small countersheets. Previously published as Grossdeutschland at Stonne. P.Ramis'11										
<b>ASL:Tigers to the Front! Map Pax 2nd</b>		<b>79170</b>		<b>\$18.00</b>	<b>New</b>	n				2
ASL map pax kit providing a full sized map & 8 scenarios of companies of Tiger tanks stalling the Soviet Summer '44 offensive. Reqs Beyond Valor components to play. '06										
<b>ASL:Total Axis Pak I</b>		<b>93412</b>		<b>\$36.00</b>	<b>New</b>	Fo				2
12 scenario pack that includes 5 maps covering actions on the eastern front, plus 50 personnel counters. '07										
<b>ASL:Total East Front Pak I</b>		<b>59213</b>		<b>\$10.00</b>	<b>New</b>	Fo				2
8 scenarios covering various battles on the east front. Includes a color overlay. '01										
<b>ASL:Total Pacific Theatre Pack I</b>		<b>102489</b>		<b>\$15.00</b>	<b>New</b>	Fo				2
Our last copy. ■ 8 scenarios covering various battles in the Pacific. Includes 140 die cut counters (mostly Brits w/ 5 Jap. leaders). '01										
<b>ASL:Witches Cauldron</b>		<b>90637</b>		<b>\$38.00</b>	<b>New</b>	Fo				2
Scenario kit with 16 scenarios & 2 full-sized maps (recycled from ATS) depicting actions during the desperate battle for Arnhem, 1944. '07										
<b>ATS: Action at Carentan</b>		<b>102479</b>		<b>\$29.00</b>	<b>New</b>	FL				2
MUST SHIP AS BOXED ITEM due to dimensions. ■ SHIPS BOXED DUE TO SIZE. ATS module with a color hardboard map. 4 scenarios of the US 101st Para against the German 6th para rgt, 17th SS Panzer Btl, etc, in the drive for Carentan. '13										
<b>ATS: Berlin, Fuhrer's Bunker GAME</b>		<b>91406</b>		<b>\$55.00</b>	<b>New</b>	zl				2
19 counters loose from tree. Includes only 1 of 2 identical AFV countersheets. ■ Complete ATS GAME with 2 new maps that links to B,RV and focuses on Hitler's bunker. Lots of intense, urban close quarters combat between well armed survivors. 15 scenarios, 280 marker counters. '09										
<b>ATS: Berlin, Fuhrer's Bunker GAME</b>		<b>95218</b>		<b>\$60.00</b>	<b>New</b>	zl				2
[Inspected & complete.] ■ Complete ATS GAME with 2 new maps that links to B,RV and focuses on Hitler's bunker. Lots of intense, urban close quarters combat between well armed survivors. 15 scenarios, 280 marker counters. '09										
<b>ATS: Berlin-Red Victory: Fuhrer's Bunkr</b>		<b>95221</b>		<b>\$36.00</b>	<b>New</b>	zl				2
ATS kit with 2 new maps that links to B,RV and focuses on Hitler's bunker. Lots of intense, urban close quarters combat between well armed survivors. 15 scenarios, 280 marker counters. '09										
<b>ATS: Bloody Omaha II [2nd]</b>		<b>102723</b>		<b>\$160.00</b> **	<b>New</b>	BC	**			2
Update of Bloody Omaha for the ATS system with a new set of counters & new maps. Complete game with all needed to play the battle for Omaha Beach at the Normandy landings, June 1944. Maps link & are 6ft long. Includes the latest ATS rulebook (v4). Multiple scenarios, including both small & fast scenarios on single maps, to the complete campaign lasting for...days, and covers the beach landings on 6 June thru the advance a mile inland. Includes Battlefield walk-around intro rules set. '13										
<b>ATS: Bracchi Hills, Battle for...</b>		<b>100665</b>		<b>\$42.00</b>	<b>New</b>	zl				2
Port from the earlier ASL kit of this name, providing scenarios covering the attempts of the US 351st Rgt, 88th Inf to break the Mt Bracchi Triangle, part of the Gustav Line in an area of Italy with rolling hills that afforded excellent defensive positions to the Germans. 3 countersheets, historical 2nd ed map, 12 scenarios, an AFV sheet w/ 7 AFVs. '13										
<b>ATS: Brave But Doomed, Arnhem 1944</b>		<b>100429</b>		<b>\$43.00</b>	<b>New</b>	Fo	Going			2
ATS scenario kit ported from the ASL kit of same name & focused on the battle for Arnhem, 1944, at 50yd/hex. Includes a remastered historical map in 2 sections, walkaround rules, 336 counters, 16 scenarios. Reqs ATS rules, play aids & markers to play. '13										
<b>ATS: Gustav Graveyard, Cassino</b>		<b>102705</b>		<b>\$45.00</b>	<b>New</b>	Fo	Going			2
aka Battle for Cassino. ATS scenario kit ported from ASL it of same name focused on various assaults on Monte Cassino, a keypin of the German Gustav line in Italy. 6 nations fight bitterly over this landscape. Includes 312 counters, historical map, 8 scenarios. Reqs ATS rulebook, play aids, markers & d10 to play. '13										
<b>ATS: Hell Behind the Eastern Front</b>		<b>100659</b>		<b>\$50.00</b>	<b>New</b>	Fo	OoP			2
Historical module focused on security operations & partisan sweeps against partisans on the eastern front, 1943-4. Includes an historical map, 4 countersheets (including SS & AFVs, 452 counters total), rules & 8 scenarios. Ported from earlier ASL kit of this name. L.Winslow'13										
<b>ATS: Hill of Blood, Mamayev Kurgan</b>		<b>100432</b>		<b>\$50.00</b>	<b>New</b>	zl				2
15 scenario ATS module covering actions in Stalingrad as the Soviets fiercely defend Mamayev Kurgan, the high mound above the core of Stalingrad. Includes 508 unit & marker counters, historical map. '13										
<b>ATS: Kharkov, Battle for the Square</b>		<b>100651</b>		<b>\$50.00</b>	<b>New</b>	Fo				2
ATS scenario kit pitting the 1st SS Leibstandarte Panzer div v the Soviet 3rd Tank Army in the heart of Kharkov, March 1943. Unlike Stalingrad, the aggressive SS forced the Soviets largely out of the central city area thru difficult urban warfare. Includes all counters needed for play - and nearly all are elite units. AFVs are depicted winterized, with winter inf uniforms. Historical map, 368 counters. 10 Scenarios range in size from small to massive. '13										
<b>ATS: Kursk, Psel River Crossing [2nd]</b>		<b>102732</b>		<b>\$35.00</b>	<b>New</b>	zl				2
Renaming & revision of earlier Kursk, Clash Along the Psel kit. Kit covering battles along the Psel River front at Kursk, July 1943. SS 3rd PzrGren 'Totenkopf' confront the defenses of the Soviet 5th Guards Tank Army. Kit only, requires ATS rules, markers, play aids & d10 to play. Includes 9 scenarios, 466 counters, historical map. '13										
<b>ATS: LZ X-Ray 2nd</b>		<b>103240</b>		<b>\$29.00</b>	<b>New</b>	FL				2
SHIPS AS BOXED ITEM DUE TO SIZE. ■ SHIPS AS BOXED ITEM DUE TO SIZE. ATS kit covering combat during Nov 1965 in Vietnam as the US 7th Cav meets several rgts of NVA troops, all looking to mix it up, and battling for the Chu Pong landing zone base. 7 scenarios, historical map, 2 counter sheets. Detailed counter art. J.Brown'13										
<b>ATS: Omaha East + West BUNDLE</b>		<b>103241</b>		<b>\$259.00</b> **	<b>New</b>	BC	**			2
Bundle of both Omaha East & Omaha West, making the complete 6 map, buku counter set covering all of Omaha beach on D-Day. Includes 32 scenarios, 6 linking maps, 2500 counters, rules, play aids -- everything you need to play except dice. '13										
<b>ATS: Omaha West [2nd]</b>		<b>100703</b>		<b>\$55.00</b>	<b>New</b>	Fo				2
Update/reprint of this large Adv Tobruk system game of the struggle for Omaha beach on D-Day. Three maps (6") show the beachhead up to 1mi inland at 50yd/hex. Begins with initial beach landings. 3 maps, 1200 counters, 16 scenarios. A HUGE game. Req only rules & std play aids to play. '12										
<b>ATS: Parker's Crossroad</b>		<b>82082</b>		<b>\$29.00</b>	<b>New</b>	Fo				2
Historical ATS scenario pack covering disparate actions as a scratch group of US paratroopers defends a key intersection near Bastogne against repeated attacks by 2nd SS Panzer & infantry units during the Battle for the Bulge. Contains 85 units, historical maps & 12 scenarios. '07										
<b>ATS: Players Briefing #1</b>		<b>81021</b>		<b>\$15.00</b>	<b>New</b>	zl				1
Gamers guide with play tips, variants, & resources for advanced level play. Includes a complete game kit of the 1940 Airborne Assault at Albert Canal w/ map & counters. '05										
<b>ATS: Pointe du Hoc</b>		<b>90697</b>		<b>\$22.00</b>	<b>New</b>	zl				2
ATS kit covering the 2nd Rangers assault against the cliffs at Pointe du Hoc in support of the Normandy landings. 6 scenarios, counters & map. Requires Bloody Omaha for play. '09										
<b>ATS: Pork Chop Hill</b>		<b>105313</b>		<b>\$55.00</b>	<b>New</b>	Fo				2

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surchage	General	Box	Out-of	Errata	Game #-of		
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale	Plyrs
ATS scenario kit about actions near the end of the Korean War, July 1953, at Pork Chop Hill (an action depicted in the movie by this name). Chinese forces make a massed attack under cover of an artillery bombardment & monsoon rain. '12										
<b>ATS: Shout for Piats</b>		<b>100668</b>		<b>\$49.00</b>	<b>New</b>	zl	Going			2
Port to ATS of the earlier ASL update of still earlier Scotland the Brave II kit, covering actions by the Scots units during Normandy. Historical map, 424 new counters & historical images in 12 scenarios. '13										
<b>ATS: Snakeshead Ridge, Btl of Cassino</b>		<b>89908</b>		<b>\$18.00</b>	<b>New</b>	Fo				2
ATS kit providing 8 scenarios & historical map of the Cassino battlefield in Italy, pitting soldiers of 6 Allied nations against German 1st Para troops, as the allies attempt to take two high points north of the monastery. Many specific countersheets required but must be purchased separately. '09										
<b>ATS: Stalingrad 2nd UPDATE Kit</b>		<b>100625</b>		<b>\$19.00</b>	<b>New</b>	zl				2
2nd ed upgrade with remastered large hex map, 12 revised scenarios & a sml countersheet of guns & AFVs & revised rulesbook. Upgrades 1st edition to the current standard. '08										
<b>ATS: Stalin's Fury</b>		<b>102480</b>		<b>\$25.00</b>	<b>New</b>	FL				2
MUST SHIP AS BOXED ITEM due to dimensions. ■ SHIPS BOXED DUE TO SIZE. ATS module covering 4 scenarios during the Battle of Stalingrad. Includes an historical map print on hardboard with standard sized hexes, plus an updated Basic Game rulebook & play aid. Requires counters from other ATS games. '13										
<b>ATS: Surprised Outside of Strass</b>		<b>90633</b>		<b>\$18.00</b>	<b>New</b>	zl				2
Advanced Tobruk kit with a series of scenarios covering the bitter fighting in the Hurtgen Forest early in 1945. Includes an historical map, 32 counters & scenarios. M.Nagel'07										
<b>ATS: Sweet 16 Scenario Pack 1</b>		<b>102742</b>		<b>\$8.00</b>	<b>New</b>	zl				2
ATS scenario kit using the Sweet 16 geomorphic map collection. '13										
<b>ATS: Sweet 16 Scenario Pack 2</b>		<b>102743</b>		<b>\$8.00</b>	<b>New</b>	zl				2
ATS scenario kit using the Sweet 16 geomorphic map collection. '13										
<b>ATS: Timmes Orchard II</b>		<b>101574</b>		<b>\$35.00</b>	<b>New</b>	Fo				2
ATS module covering the US 82nd Airborne's task of protecting the approaches to the Utah Beachhead at D-Day near the Merderet River at Timmes Orchard. Includes a large-hex map, a battlefield walk-around, 7 scenarios, and all the counters needed for play. (Reqs a d10.) '13										
<b>ATS: Tobruk Exp. 1, Wavell's 30000 2nd</b>		<b>85273</b>		<b>\$15.00</b>	<b>Mint</b>	zl				1
Earlier printing. ■ Reprint. Wavell's 30,000. Expansion kit for Tobruk including 12 scenarios, various map overlays & 30 AFV counters for battles early in the war in the desert. '02										
<b>ATS: Tobruk Exp. 2, Benghazi Handicap</b>		<b>78004</b>		<b>\$15.00</b>	<b>New</b>	zl	OoP			1
1st edition with color cover sheet. ■ Benghazi Handicap. Expansion kit for Tobruk including 12 scenarios, various map overlays & 30 AFV counters for battles of April 1941 in the war in the desert. '02										
<b>ATS: Tobruk Exp. 3, Devil's Garden 2nd</b>		<b>98644</b>		<b>\$16.00</b>	<b>New</b>	zl				1
Reprint w/ monochrome cover sheet. ■ Reprint w/ monochrome cover sheet. Devil's Garden. Expansion kit for Tobruk including 12 scenarios & 30 AFV counters for battles of late 1942 in the war in the desert. '03										
<b>ATS: Tobruk Exp. 4, Blunted Sword 2nd</b>		<b>98130</b>		<b>\$16.00</b>	<b>New</b>	zl				1
Reprinted. ■ Reprinted. Blunted Sword. Expansion kit for Tobruk including 12 scenarios & 30 AFV counters for battles of 1942-3 in the war in Tunisia. Includes the first appearance of the Tiger tank. '03										
<b>ATS: Toktong Pass, Escape from Chosin</b>		<b>102736</b>		<b>\$58.00</b>	<b>New</b>	BC				2
ATS series game of the initial Chinese assault against the US Marines at Toktong Pass, Nov 1950. Includes an historical map of the cold, bleak area in northern Korea. w/ 2 countersheets, 16 scenarios. '07										
<b>ATS: Warfighting Guide # 3 Eagle Book</b>		<b>105816</b>		<b>\$22.00</b>	<b>New</b>	n				2
54pg booklet that includes a compilation of Q&A clarifications to the v4.0 ATS Advanced Tobruk rules system, organized by the rules numbering system. Also includes QuickStart Basic Game 1 with a 6x10" map, 2 color British Repl AFVs, and 3 countersheets (SS Mtn Div Personal, US 44-45 Personal, Sml Markers 2012-1). Req a game module to play a full ATS game. '14										
<b>Dan Verssen Games</b>										
(541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Counter Tray, DVG Style Bookcase Tray</b>		<b>106319</b>		<b>\$2.50</b>	<b>New</b>	n	OoP			Z
Single set of Dan Verssen Game's 2pc DEEP DISH style counter trays, with 20 pockets each 7/8" deep generally doubling the number of counters that can be stored (and preventing puckering if you store dice). A significant step forward in our opinion. Fits standard (but not AH) sized bookcase boxed games. '14										
<b>Counter Trays, DVG Style Trays 5-pack</b>		<b>106323</b>		<b>\$12.00</b>	<b>New</b>	FB				Z
5-pack ■ FIVE PACK of Dan Verssen Game's 2pc DEEP DISH style counter trays, with 20 pockets each 7/8" deep generally doubling the number of counters that can be stored (and preventing puckering if you store dice). A significant step forward in our opinion. Fits standard (but not AH) sized bookcase boxed games. '14										
<b>Counter Trays, DVG Style Trays 10-pack</b>		<b>106321</b>		<b>\$22.00</b>	<b>New</b>	FB				Z
10-pack. ■ TEN PACK of Dan Verssen Game's 2pc DEEP DISH style counter trays, with 20 pockets each 7/8" deep generally doubling the number of counters that can be stored (and preventing puckering if you store dice). A significant step forward in our opinion. Fits standard (but not AH) sized bookcase boxed games. '14										
<b>Down in Flames, Guns Blazing</b>		<b>103807</b>		<b>\$42.00</b>	<b>** New</b>	BC	**			1
Stand-alone game in the DIF game system. This game provides 126 aircraft from the US, Germany, UK, Japan, USSR, France & Italy, & 6 campaigns spanning the time from France 1940 to Japan 1945. Air maneuvers are executed by card play, and each maneuver can be countered by specific other cards. D.Verssen'10										
<b>Down in Flames: Wingmen Kit</b>		<b>106986</b>		<b>\$26.00</b>	<b>New</b>	SC				3 1
Kit adding wingmen to the DIF game system. Includes 2 wingmen cards for each aircraft type appearing in Aces High & Guns Blazing, plus cards for 3 new fighters (160 total). D.Verssen'12										
<b>Field Commander Rommel, Deluxe [2nd]</b>		<b>105393</b>		<b>\$59.00</b>	<b>New</b>	BC	OoP			4 1
Deluxe reprint of this solitaire game of each of 3 campaigns of Rommel, the Desert Fox. The player commands the German during the France 1940, North African campaign 1941-2, and France 1944 campaigns. Includes options which increase difficulty, and also tracking of unit performance over time. Success in one campaign impacts later campaigns. Deluxe edition has a mounted board. D.Verssen'11										
<b>Fleet Commander Nimitz</b>		<b>107020</b>		<b>\$72.00</b>	<b>** New</b>	DC	**			4 1
Solitaire game of the US-led defense against the seemingly unstoppable Japanese naval expansion in the Pacific during World War II. Player takes the role of Adm. Nimitz, first defending against Japanese thrusts then bringing the war ever closer to the Japanese home islands. Covers nearly the entire war, from Jan. 1942 thru as late as Sept. 1945 at an operational & strategic level in 4 historical campaigns for each year. The player commands a combination of land, air & sea forces which engage in detailed battles as they pursue the goals of each campaign. Includes mounted map, 8 counter sheets. Its a heavy & big sucker. '14										
<b>Hornet Leader 2nd: Cthulhu Conflict Kit</b>		<b>102515</b>		<b>\$22.00</b>	<b>New</b>	SC				1 1
Kit for Hornet Leader that adds a new enemy: the Cthulhu. A carrier air group confronts the Cthulhu invasion as it rises from a portal near the fabled island of R'lyeh in the South Pacific. You choose your aircraft, crew & the best weapons for the job...and hope for luck. Designed as solitaire, but can be played cooperatively. 56 cards, 120 counters, 4 campaigns. '13										
<b>Kill Shot, Counter-Terrorist Party Game</b>		<b>103370</b>		<b>\$16.00</b>	<b>New</b>	SC				A
Very simple, very fast playing card game of "terrorist hunting." Played in real time, each side frantically puts down cards. Each round typically lasts 1-2 minutes, a game 20 min. Due process? - what a quaint ideal! '11										
<b>Modern Naval Battles 3rd: Campaign Kit 2</b>		<b>105060</b>		<b>\$18.00</b>	<b>New</b>	SC				1 6
Expansion kit #2 for this card game of ahistorical ship-ship combat structuring individual games into campaigns. Adds 18 strategy, 10 mission, 68 ship, 16 target cards, plus a die cut countersheet. Adds an entirely new navy: India. D.Verssen'12										
<b>Modern Naval Battles 3rd: Ship Exp Kit 1</b>		<b>103445</b>		<b>\$17.50</b>	<b>New</b>	SC				1 6
Expansion kit #1 for this card game of ahistorical ship-ship combat. Adds 110 more ship cards, including ships from Canada, Germany & Italy. D.Verssen'11										
<b>Modern Naval Battles, Global Warfare 3rd</b>		<b>104444</b>		<b>\$40.00</b>	<b>New</b>	BC				1 6
Overhaul of the popular 2-6 player card game of ahistorical ship-ship combat in the modern age. 2-6 players, fast playing, includes 110 ship & aircraft cards now featuring photos of the craft in question. '08										
<b>Rise of the Zombies</b>		<b>103207</b>		<b>\$29.00</b>	<b>New</b>	BC				1 8
1-8 player game that pits all players against the system, not each other, making it wholly suitable to solitaire play. Players are survivors in the early days of a zombie outbreak who must leave a safe house & reach a rescue helicopter by traveling across zombie-infested territory. They must reach their goal by a set time - or be abandoned. D.Verssen'13										
<b>Stalingrad, Battle for...</b>		<b>103212</b>		<b>\$29.00</b>	<b>New</b>	BC				3 1
2-player card game of the bitter battle for Stalingrad, July 1942-Feb 1943. German forces attempt to capture the city by fighting for one rubble-strewn city block after another in the face of mounting resistance & casualties. A key dynamic is that as the city is destroyed, your supplies dwindle reducing your ability to move & fight. Includes 168 cards. Fast playing, simple. D.Verssen'14										
<b>Thunderbolt Apache Leader 3rd</b>		<b>104880</b>		<b>\$66.00</b>	<b>** New</b>	DC	**	OoP		1 1
2014 edition/printing. ■ 3rd ed is a reprint of this updated & expanded card game of close air support aircraft & helicopters. Your job is to select & best utilize the right mix of pilots, aircraft & munition for each mission. Now includes 168 cards, 352 counters, 8 campaigns. 1st ed was popular. Each mission takes about 30min play time. G.Billingley, D.Verssen'14										
<b>Days of Wonder</b>										
(541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Memoir '44</b>		<b>100704</b>		<b>\$44.00</b>	<b>** New</b>	FB	**			2 M

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surcharges	General	Box	Out-of	Errata	Game #-of		
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale	Plyrs
Somewhat abstracted, grand tactical level game of the D-Day invasions with customizable mapboard (that is, hex tiles) and 180 plastic minis that correspond to each sides' weapons. 15 scenarios, simpler & fast playing game using the BattleCry! system. which is partly card-driven. R.Bord'04										
<b>DecGms FIRE &amp; MOVEMENTMag</b>	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205 anytime						
<b>Fire &amp; Movement (Dec Gms) #119</b>	46724			\$4.00	New	n	OoP	Z		
ARTICLES & REVIEWS ON: GAMERS Burma 1st w/ strategy, GMT Paths of Glory 1st, APL GWAS Russo-Japanes War & USN Plan Black, GMT Salamis kit for War Galley. '00										
<b>DecGms MOVES Mag</b>	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205 anytime						
<b>Maneuver #71</b>	102646			\$9.00	Mint	n	OoP	4		
Mag + Game. Moves Magazine #71, aka Special Issue #2. w/ simple introductory game, Maneuver, intended for beginners. Played on a small, blank hex map & designed to teach the fundamentals of wargaming. '92										
<b>Decision Games</b>	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205 anytime						
<b>Aachen, First to Fall</b>	106677			\$16.50	New	Fo		4		
Update of SPI folio on the subject. Uses an attritional combat system, with support assets like air power & artillery. Covers the fierce battle for the first German city to be assaulted by advancing Allied forces, Oct'44. Btl/rgt lvl. '10										
<b>Acre, the Third Crusade Opens</b>	103940			\$15.00	New	Fo		4		
Folio game using the BtIs of the Ancient World (now BtIs of the Medieval World) game system. Covers the meeting engagement as a part of the Muslim army led by Saladin attacks the King of Jerusalem's army while it besiege's Acre. Armies of centered on heavily armored cavalry & men-at-arms, with lots of foot soldiers & archers. The Crusaders have a stronger army but must protect extended siege lines; the Muslims are quick & light, and must defeat the Crusaders in detail. 100 counters. '12										
<b>Advanced European Theatre of Operatns</b>	106909			\$225.00 **	New	LB **	OoP	6	M	
Shrinkwrapped. Prominent 5" crease extending from one box cover corner, and end panel has som mild wavy creases. Others new. ■ Thoroughly revised, reworked & enhanced game of WW2 thruout Europe at a strategic scale but now with extensive detail. Includes 2 full sized maps of Europe, Africa & the Middle East, 2240 counters including counters for every capital ship & most aircraft types, more detailed production model, and many scenarios. Corp/army level. Mates with Adv Pacific Theater of Op. '02										
<b>Advanced Pacific Theatre of Operatns</b>	101370			\$139.00 **	New	LB **	OoP	6		
Thoroughly revised, reworked & enhanced game of WW2 thruout the Pacific theater at a strategic scale but now with extensive & researched detail. Covers from the Japanese invasion of China in 1937, the Soviet-Japanese clash in 1939, to all of the War in the Pacific thru 1945. Can be linked with Adv European Theatre of Operations. Includes 2 full sized maps of Asia & the Pacific, 1680 counters including counters for every capital ship & most aircraft types, more detailed production model, and many scenarios. '09										
<b>Africa Orientale Italiana</b>	94568			\$29.00	New	zI		6		
Kit for both Adv Euro & Adv Pacific Theatre of Operations. Begins with Italian invasion of Ethiopia in 1935 and continues thru the Middle East into WW2. Includes a map of India & the India Ocean so as to mate with APTO, & a map of Spain & the Atlantic to mate with AETO. 280 counters (including an AETO upgrade to aircraft). '09										
<b>Antietam Campaign 2nd</b>	97397			\$29.00	New	HC		3		
One of DG's rare original designs. Trio of gms on the '62 campaign w/ 3 linkable gms: Harper's Ferry, S.Mountain & Antietam itself. C.Diamond'95										
<b>Arnhem, the Farthest Bridge</b>	105970			\$15.00	New	Fo		4		
Update of SPI folio on the subject. Uses an attritional combat system, with support assets like air power & artillery. Covers the battle for Arnhem & its crucial bridge across the Rhine defended by the British 1st Para against SS panzers. Btl level. '10										
<b>Arzuf, Lionheart v Saladin</b>	101980			\$15.00	New	Fo		4		
Folio game using the BtIs of the Ancient World (now BtIs of the Medieval World) game system. Covers Saladin's 1191 attack on the Crusader army led by Richard the Lionhearted, with hopes of repeating his victory of 4 years prior. The Crusaders have a stronger army for sustained fighting; the Muslims are quick & light, with lots of archers. 100 counters. C.Perello'12										
<b>Bastogne, A Desperate Defense</b>	105971			\$15.00	New	Fo		3		
Update of SPI folio on the subject. Uses an attritional combat system, with support assets like air power & artillery. Covers the btl for the key crossroads at Bastogne during the Btl for the Bulge, Dec'44. '10										
<b>Belisarius's War, Reconquest of Africa</b>	102198			\$10.00	New	Fo	OoP	6		
Small game in the Mini game series. Covers the Vandal War in which Belisarius leads the Romans to recapture northern Africa. Includes 18 illustrated cards that create reinforcements, movement, combat bonuses & events. Sml map, 40 counters, 18 cards. J.Miranda'13										
<b>Border War, Angola Raiders</b>	105972			\$10.00	New	Fo		4	1	
Small game in the Mini game series. Solitaire game in which you guide South African battlegroups as they chase insurgent groups across its borders into Angola. Missions drawn from historic cross-border raids the South Africans conducted. Includes 18 illustrated cards that create reinforcements, movement, combat bonuses & events. Sml map, 40 counters, 18 cards, Pltn/Co level. J.Miranda'12										
<b>Breitenfeld, Enter the Lion of the North</b>	101937			\$15.00	New	Fo		4		
Folio game using the new Pike & Shot game system. Covers the first major battle involving Gustavus Adolphus who uses smaller, thinner formations allowing greater flexibility & speed than the Imperial units of musket ringed pikemen he fought. System intends that inf & artil breakup the enemy lines such that cavalry can destroy it. Regt level, 200yd/hex. '13										
<b>Cactus Air Force, Air War Over Solomons</b>	101898			\$10.00	New	Fo		4		
Small, simpler game in the Mini game series. Game of the air campaign over the Solomon Island chain & for Guadalcanal, Sept-Nov 1942. Includes 18 illustrated cards that create reinforcements, movement, combat bonuses & events. Play focuses on positioning bombers over key targets, and achieving air superiority with fighters. Each aircraft type individually depicted. Sml map, 40 counters, 18 cards. J.Miranda'13										
<b>Caesar's War, the Conquest of Gaul</b>	105594			\$10.00	New	Fo		6		
Small game in the Mini game series. Cover's Caesar's attempt to conquer Gaul, 58-52BC. Includes 18 illustrated cards that create reinforcements, movement, combat bonuses & events. Sml map, 40 counters, 18 cards. J.Miranda'13										
<b>Cauldron, Battle for Gazala</b>	102819			\$15.00	New	Fo		4		
Update of SPI folio game. Rommel does an end run around the Gazala defenses, culminating in a large armored battle at The Cauldron. '10										
<b>Chalons, Fate of Europe</b>	103965			\$15.00	New	Fo		3		
New design using the DG folio format. Covers the battle of Chalons in 5th century where a Roman army challenges the dominant Huns under Atilla who had seized much of Europe with their bow-armed cavalry. '10										
<b>Chantilly, Jackson's Missed Opportunity</b>	102433			\$8.00	New	Fo		3		
Folio game of Stonewall Jackson's attempt to take his command around the Union forces after Second Bull Run in an attempt to trap & destroy them, Sept. 1862. A scratch Union force together with weather delayed him enough that the Union forces slipped away. But the possibility was a Union...or a Confederate...disaster. Brigade level, with 40 counters. '13										
<b>Cherkassy Pocket, Encirclement at Korsun</b>	97394			\$37.00	New	HC		4		
Btl/brig level game of the bitter battle of Korsun Pocket, winter 1944. A fast moving slugfest covering 23 days using the Berlin '45/Wave of Terror game system by the same designer. 4 scenarios, 1.25mi/hex, 24hr/turn, 520 counters. J.Desch'01										
<b>Chickamauga, River of Death</b>	105268			\$15.00	New	Fo		4		
Update of SPI folio game. Bragg's Confed Army of Tennessee outnumbered dispersed Union forces, and sought to destroy the Union along the Chickamauga River. '10										
<b>Congo Merc, the Congo, 1964</b>	107117			\$10.00	New	Fo		4	1	
Small game in the Mini game series. Solitaire game in which you guide a sml elite unit to intervene to your benefit in the newly independent nation of Congo. Organize the unit, enter the country, then try to make your way to the objective & secure it, and leave safely. Includes 18 illustrated cards that create reinforcements, movement, combat bonuses & events. Sml map, 40 counters, 18 cards. pltn/co level. J.Miranda'12										
<b>Crusader, Battle for Tobruk</b>	101586			\$15.00	New	Fo		3		
Update of SPI folio game. Covers the surprise & quixotic Allied Nov'41 offensive aimed at relieving Tobruk. Btl/rgt/brig level. '10										
<b>Custer's Final Campaign</b>	105269			\$10.00	New	Fo		4		
Small game in the Mini game series. Covers the 7th Cavalry at Little Big Horn, and the destruction of Custer's regt. Map covers an area from Helena MT to the Dakotas using a pt-pt system. Includes 18 illustrated cards that create reinforcements, movement, combat bonuses & events. Sml map, 40 counters, 18 cards. J.Miranda'12										
<b>Dai Senso!</b>	104161			\$90.00 **	New	LB **		6	3	
Sister game to Totaler Krieg (mating with its 2nd ed), and covering the war in Asia during WW2 1941-5. Covers battles & campaigns from Mongolia to the South Pacific, and the final battle for Japan, using the Totaler Krieg system. Includes 2 maps, 560 counters, 200 cards. '11										
<b>D-Day at Omaha Beach 2nd</b>	106251			\$59.00	New	BC	OoP	4	1	
2nd edition (2013) reprint. ■ 2nd edition (2013) reprint of this solitaire (& cooperative 2-player) game of the first day on Omaha Beach as the US 1st & 29th Inf Divs land under intense fire & struggle to form a viable beachhead. A diceless combat system emphasizes using the right weapons & tactics. Event cards punctuate the action and control German strategy (in the solo version). Two scenarios cover the first 2 hours & the fight for the high ground; the campaign covers the entire day. 352 counters, 1 map, 55 event cards. 15-30min/turn, company level, 275yd/hex. J.Butterfield'13										
<b>D-Day at Tarawa</b>	106681			\$45.00	New	BC		4	1	

Game Title (& Edition or Issue #)		Game	Cash-Basis	Ship Surcharge Flag	General	Box	Out-of	Errata	Game #-of				
Specific Condition	Subject	Designer	Year	Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale	Plyrs
Solitaire game of the US 2nd Marine's amphibious assault on Tarawa, Nov. 1943, to secure a strategic airbase. Uses the same system as the popular D-Day at Omaha Beach. This game adds rules covering LVT landing craft, movement thru coral reefs, night infiltration, Japanese tanks & US combat engineers. 4 scenarios including the initial landing, establishing a beachhead, an attempt at a 2nd day capture, and last 2 days of the invasion. Includes 352 counters, 55 cards. J.Butterfield'14													
<b>D-Day at Tarawa</b>					<b>106682</b>		<b>\$45.00</b>	<b>New</b>	<b>BC</b>			4	1
Solitaire game of the US 2nd Marine's amphibious assault on Tarawa, Nov. 1943, to secure a strategic airbase. Uses the same system as the popular D-Day at Omaha Beach. This game adds rules covering LVT landing craft, movement thru coral reefs, night infiltration, Japanese tanks & US combat engineers. 4 scenarios including the initial landing, establishing a beachhead, an attempt at a 2nd day capture, and last 2 days of the invasion. Includes 352 counters, 55 cards. J.Butterfield'14													
<b>D-Day at Tarawa</b>					<b>106683</b>		<b>\$45.00</b>	<b>New</b>	<b>BC</b>			4	1
Solitaire game of the US 2nd Marine's amphibious assault on Tarawa, Nov. 1943, to secure a strategic airbase. Uses the same system as the popular D-Day at Omaha Beach. This game adds rules covering LVT landing craft, movement thru coral reefs, night infiltration, Japanese tanks & US combat engineers. 4 scenarios including the initial landing, establishing a beachhead, an attempt at a 2nd day capture, and last 2 days of the invasion. Includes 352 counters, 55 cards. J.Butterfield'14													
<b>DMZ, the Next Korean War</b>					<b>103622</b>		<b>\$15.00</b>	<b>New</b>	<b>Fo</b>			4	
Update of SPI folio game. Uses a step reduction system with support assets like airpower & artillery. Depicts what might happen should northern Korea again attack southern Korea. Brig/Div/Corp level. '10													
<b>Drive on Stalingrad, 3rd</b>					<b>106180</b>		<b>\$45.00</b>	<b>New</b>	<b>BC</b>			4	
Reprint w/ graphic update of the German Summer'42 drive on Stalingrad & Caucauses using the PzrGrp Guderian system. 2 scenarios & campaign. 420 counters, 2 maps. 16mi/hex, 1wk/turn. B.Hess'02													
<b>Eagle Day, the Battle of Britain</b>					<b>106434</b>		<b>\$15.00</b>	<b>New</b>	<b>Fo</b>	<b>OoP</b>		4	
Small, simpler game in the Mini game series. Strategic level game of the key part of the Battle of Britain. Includes 18 illustrated cards that create reinforcements, movement, combat bonuses & events. Sml map, 40 counters, 18 cards, group/wing scale. J.Miranda'13													
<b>Emperor's 1st Btls / Napoleon's 1st Btls</b>					<b>105262</b>		<b>\$37.50</b>	<b>New</b>	<b>HC</b>			3	
Repackaging of two games in a single box (Emp 1st Btls). EFB is a graphic update of gms on btlts of Austerlitz Dec 1805, and Jena-Auerstadt, Oct 1806. '95 / NFB is 4 simple games of Nappy's trials at Montentotte and Arcola, 1796, Pyramids, 1798, Marengo 1800. J.Miranda'93													
<b>Empires of the Middle Ages 2nd</b>					<b>100609</b>		<b>\$169.00</b>	<b>** New</b>	<b>LB **</b>	<b>OoP</b>		8	M
Very sadly, this game is now out of print. Overhaul & graphic update of this most unique game of military & cultural conflict, and diplomacy during the Middle Ages, 771-1465, in multiple scenarios for 1-6 players. One of J.Dunnigan's most gifted designs now given new life with the beauty of modern graphics. 2nd edition adds army & fleet counters, 114 new cards, & civilization symbols (ideas adapted from Civ the PC game). J.Dunnigan, J.Miranda'04													
<b>Europe, War in... v2.0 [PC Disk]</b>					<b>106938</b>		<b>\$15.00</b>	<b>Excell</b>	<b>SC</b>	<b>OoP</b>		6	1
Includes original 3.5" floppies but also all programs from those disks on a CD. Box sides creased vertically. Others mint. ■ Req 5mb RAM, 8mb, VGA, 486+. SB sound card supported. Computer rendition of the SPI monster game of war thruout Europe. Faithful, simpler game. Published with (2) 3.5HD floppies & nicely done rules manual in this revised version. Multiple scenarios with many variations, playable by 1 or 2 players. G.Ploussios'98													
<b>Europe, War in... v3.0 [PC CD-ROM]</b>					<b>100777</b>		<b>\$49.00</b>	<b>New</b>	<b>Fo</b>			8	1
CD-ROM & 68pg, well documented rules manual. Third, Windows XP/Vista/7 version of this PC version of the grand old SPI monster game of war thruout Europe. Has many qualities paralleling the original: simple yet functional systems & graphics, fun, with lots of potential for fun. Elaborates on various areas w/ 20 new options, and is a full game system including scenario editor. Requires 2-3 human players; no AI included. Can be played by email. K.Lean'09													
<b>Flying Circus, Bombers &amp; Campgns(Deluxe)</b>					<b>87238</b>		<b>\$25.00</b>	<b>New</b>	<b>BC</b>			1	
KIT requiring basic game. Adds rules for altitude, pilot abilities, 25 pilot cards for campaigns, & bombers, rear gunners, scouts, optional rules. '08													
<b>Forgotten War, Korea 2nd</b>					<b>106330</b>		<b>\$37.00</b>	<b>New</b>	<b>BC</b>			3	
2nd ed has errata incorporated into rules. Trio of grand tactical battles from the early portion of the Korean War. In each, the Allied forces are hammered by N.Korean and/or Chinese forces in desperate battles. Naktong Bulge (Aug'50), Allies try to hold a portion of the Pusan Perimeter during the dark days; Chosin (Nov'50): 1st Marine is surrounded & barely escapes annihilation in the frozen wastes of northern Korea; Chipuyong-ni (Feb'51): Americans & French defend an entrenched crossroads position against the Chinese, who outnumber them 6 to 1. Production values are colorful & servicable, once again, but hardly state of the art. J.Desch'97													
<b>Frayser's Farm, Wasted Opportunity</b>					<b>97938</b>		<b>\$15.00</b>	<b>New</b>	<b>Fo</b>			4	
New design in folio series. Confeds under RE Lee, with all the luminary leaders, outnumberers & seeks to rout the retreating Union forces after Gaine's Mill in June 1862. The Confed attack become uncoordinated & lost momentum, losing a key opportunity. '10													
<b>Golan, the Syrian Offensive</b>					<b>103591</b>		<b>\$15.00</b>	<b>New</b>	<b>Fo</b>			4	
Update of SPI folio game. Uses a step reduction system with support assets like airpower & artillery. 5 Syrian divs launch a surprise assault against the Golan Heights at the start of the 1973 Yom Kippor War, defended by 2 Israeli brigades. Airpower - and Surface-to-Air missiles - play a major role. Btln/brig level. '10													
<b>Highway to the Reich 3rd</b>					<b>104996</b>		<b>\$127.50</b>	<b>** New</b>	<b>LB **</b>			3	M
3rd edition. ■ Decision Games' colorized, updated & substantial revised 3rd Ed. of this classic & HIGHLY RECOMMENDED, tense, company-level game of Operation Market-Garden, Sept.1944. Very suitable for team play. Game system focuses on morale & firepower as key variables. This edition uses movement impulses by formation, redrawn & colorized maps w/ adjusted scale, procedures adj to speed play. 2520 counters, 4 maps. 600m/hex, 3hr/turn, 7 scenarios plus campaign. '08													
<b>Iwo, Bloodbath in the Bonins</b>					<b>105000</b>		<b>\$15.00</b>	<b>New</b>	<b>Fo</b>			4	1
Solitaire folio game of the bitter battle for Iwo Jima, Feb-Mar 1945. The Japanese had prepared well for an expected invasion with a reinforced garrison & miles of tunnels thruout the island. And they focused their efforts on inflicting casualties on US forces rather than wasting effort on large counter-attacks. Includes 2 player rules. 100 counters, 300m/hex, btln level. '13													
<b>Kasserine, Baptism of Fire 3rd</b>					<b>103039</b>		<b>\$15.00</b>	<b>New</b>	<b>Fo</b>			3	
Update of SPI folio game. Rommel launches a strike with 2 Pzr divs against overextended & inexperienced Americans in Tunisia Feb 1943. '10													
<b>Khyber Rifles, Britannia in Afghanistan</b>					<b>104571</b>		<b>\$10.00</b>	<b>New</b>	<b>Fo</b>	<b>OoP</b>		6	
Small game in the Mini game series. Covers the year 1842 as the British lose an entire army in Afghanistan, then launched two more offensives into the country that didn't stick. Includes 18 illustrated cards that create reinforcements, movement, combat bonuses & events. Sml map, 40 counters, 18 cards. J.Miranda'12													
<b>Krieg!</b>					<b>16116</b>		<b>\$49.00</b>	<b>Mint</b>	<b>BC</b>	<b>OoP</b>		6	3
1 panel dinged so as to crease box top & btm; 4 btm corners scuffed. ■ 1 panel dinged so as to crease box top & btm; 4 btm corners scuffed. 2-3 player, strat lvl, modestly simple gm of WW2 in Europe & N.Africa. Intended to be a players' game using special event cards to liven the action. 2 maps, 420 counters, corp/army lvl. S.Kosakowski'96													
<b>Lebanon '82, Operation Peace for Galilee</b>					<b>103859</b>		<b>\$15.00</b>	<b>New</b>	<b>Fo</b>			4	
Folio game using the Fire & Movement game system. Covers the Israeli invasion of Lebanon in 1982 to establish a puppet govt of its liking, but became engaged in vicious urban battles. Situation is one of attrition and thus focusing resources. Includes 1982, 1975 & 2006 scenarios showing the progression of Israeli tactics & opponents over time. 100 counters. '12													
<b>Leipzig, Napoleon Encircled</b>					<b>105598</b>		<b>\$20.00</b>	<b>New</b>	<b>Fo</b>			4	
Update of SPI folio game. Napoleon is on the ropes in 1813, at war with all of Europe converging on his position in eastern Germany. 280 counters. '10													
<b>Leningrad 3rd</b>					<b>107120</b>		<b>\$19.00</b>	<b>New</b>	<b>HC</b>			4	
Substantive update of this smaller game of the German Army Group North's drive on Leningrad from 22 June - 13 Spt 1941. Uses an evolution of the Panzergruppe Guderian system with untried states for most Soviet units making for great uncertainty in combat for both sides. '14 ■ Further update & reprint of this smaller game of the German Army Group North's drive on Leningrad from the initial invasion of the USSR thru the summer, 22 June - 13 Sept 1941. Originally an SPI design, here reprinted, updated & colorized a second time. Uses a form of the popular Panzergruppe Guderian game system, with untried Soviet units. Div level, 20mi/hex, simpler & a good game for beginners. '14													
<b>Lightning War, D-Day</b>					<b>83415</b>		<b>\$15.00</b>	<b>New</b>	<b>SC</b>			4	
Simple, fast playing card game of the struggle for control of the 5 key beaches at Normandy. Cards represent division level units as well as special weapons & actions. '04													
<b>Loos 1915, the Big Push</b>					<b>101123</b>		<b>\$15.00</b>	<b>New</b>	<b>Fo</b>			4	
Folio game using the Fire & Movement game system. Covers the British diversionary attack near Loos late in 1915. Artillery must be used to generate breakthrough which can only be exploited by specially designated reserves; the Brits must move fast. 100 counters. '13													
<b>Lords of the Sierra Madre, 3rd</b>					<b>105002</b>		<b>\$37.00</b>	<b>New</b>	<b>BC</b>			4	M
2nd upgrade of this popular but scarce 2-8 player gm of empire building along the Mexican border, 1898. Economics, politics, diplomacy, bribery, assassins, revolutionaries, Federales & US Cav, cards & other fun stuff combine to make an exciting yet simpler gm. P.Ecklund'96													
<b>Luftwaffe 3rd</b>					<b>102827</b>		<b>\$39.00</b>	<b>New</b>	<b>BC</b>			4	
Reworking of AH's Luftwaffe game of the US strategic bombing campaign over Europe. Turns are now quarterly, production can be influenced, and there are many new rules for radar, aces, target complexes, diversion to support ground war, advanced fighter & bomber development, new targets, etc. '07													



Email us anytime at M.Dean@FineGames.com, phone 541-756-4711 between 10am-9pm PST, FAX (702) 926-5205, or write 2078 Madrona St., North Bend OR 97459-2143 USA.										
Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surcharges	General	Box	Out-of	Errata	Game #	of	
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale	Plyrs
<b>Marengo, Morning Defeat-Afternoon Victory</b>		103486		\$15.00	New	Fo				3
Update of SPI folio on the subject. Covers Marengo, 1800, as the overextended French attempt to ambush the Austrians but are outnumbered until French reserves arrive to save the day. Btln/rgt lvl. '10										
<b>Meuse Argonne, the Final Offensive</b>		104154		\$15.00	New	Fo				4
Folio game using the Fire & Movement game system. Covers the Sept-Nov 1918 American-led, Allied offensive in the Meuse-Argonne Forest area of France. While the Allies had ambitious plans, German prepared defenses & determined resistance meant slow going unless the Americans could break into the open beyond the dense forests of the Argonne. Allies had over 500 aircraft & 300 tanks. Its a delicate balance between time & casualties. '13										
<b>Molino Del Rey, Gateway to Mexico City</b>		106726		\$8.00	New	Fo				3
Folio game of the August 1847 American attack on a small city outside Mexico City. As both sides paused to negotiate before an American assault on the Mexican capital, the Americans learn that the Mexicans are building cannons in this town (which was at heart not true), and so resolve to take it. '14										
<b>Naktong Bulge, Breaking the Perimeter</b>		97816		\$15.00	New	Fo				4
New design using the DG folio system. Covers the desperate defense late in 1950 as all available US units in the Pusan perimeter defend against 3 NK inf divs attempting to force the Naktong Bulge. Co/Btln/Brig lvl. '10										
<b>Napoleon at Waterloo 4th</b>		105264		\$21.00	New	HC				4
Colorized update & 3rd revision of SPI's long popular & simple game on the Battle of Waterloo game, 18 June 1815. RECOMMENDED, both for BEGINNERS & for those looking for a quick playing, often exciting game. Div level, 0.5mi/hex, fast playing, relatively simply, with high solitaire suitability. J.Miranda, J.Dunnigan'14										
<b>Nine Navies War</b>		105985		\$37.00	New	BC				6
Strategic level game of the naval war during an alternate world beginning in 1915 after Germany has overrun France. There are essentially 2 fronts, the Med and the Atlantic. Includes all ships existing during the WWI era. Uses a variation of the simple War at Sea system. 492 counters. '07										
<b>Over the Top! 2nd</b>		105265		\$39.00	New	HC				4
Simpler set of 4 brigade, operational lvl battles in the latter half of WWI: Brusilov Offensive, 1916; Riga, 1917; St.Michiel, 1918; Damascus, 1918. J.Miranda'0										
<b>Pacific Battles v1: The Rising Sun</b>		105604		\$37.00	New	HC				4
A trilogy of games covering key battles in the first part of the war in the Pacific at a grand tactical level (Co/Btln/rgt). Fall of Singapore (Dec'41-Feb'42) as 3 Japanese divisions chase the Brits down the Malay Peninsula & seize the prize, Singapore; Struggle on Bataan (Jan-Apr'42), in which ill supplied US-Filipino defense that disrupted the Japanese timetable; Turning Point Guadalcanal (Aug'42-Feb'43) covers the bitter land battle for the island. '02										
<b>Pacific, War in the... 2nd: Extension Kt</b>		107121		\$32.50	New	zl				6
Kit allowing the war to extend into late 1945 & 1946. Adds 5 countersheets with aircraft & ships appearing after Aug'45, 2 new tactical island maps, plus additional rules & charts to extend the war. K.Kiff'08										
<b>Pavia, Climax of the Italian Wars</b>		105270		\$15.00	New	Fo				4
Folio game using the new Pike & Shot game system. Covers the climactic battle of the Italian Wars as France & the Hapsburgs vie for control of Italy near the town of Pavia. Both sides field transitional armies with feudal knights, firearms, mercenaries, pikemen & tercios; the battle occurs in broken woods. Rgt level, 200yd/hex, simpler system. J.Miranda'13										
<b>Pea Ridge, St Louis then Huzzah!</b>		101908		\$15.00	New	Fo				3
Folio game using the Musket & Pike game system. Covers the battle of Pea Ridge in northern Arkansas early in 1862, as the Confeds under Van Dorn rally to defend against the invading Union forces. Van Dorn sends his exhausted forces on a force march to the rear of the Union forces. 100 counters. Btln/brig level, 352yd/hex. '12										
<b>Pedregal, Santa Anna at Bay</b>		101778		\$15.00	New	Fo				3
Folio game using the Musket & Pike game system. Covers the bold American advance on Mexico City thru a lava field the Mexican's thought impassible (and thus didn't defend). But an excellent engineering staff finds a way thru. Had the Mexican's attacked at key junctures, the Americans would have been caught dispersed & defeated in detail. 100 counters, brig level, 352yd/hex. '12										
<b>RAF, Lion v Eagle 4th</b>		106182		\$59.00	New	BC				4
Reprint of the 3rd edition with new box art, which was an overhaul of this highly regarded solitaire game of the Btl of Britain. By same designer as Btl Over Britain. This version allows solitaire control of the RAF (as in the original game) or Luftwaffe, plus adds full 2 player rules. 2hr/move, 1day/raid, sqd level, 1"/20mi. 176 counters, dbl-sided map, 165 cards. J.Butterfield'13										
<b>Rebels &amp; Redcoats SET v1-III</b>		99334		\$69.00	New	BC		OoP		3
Set of the first 3 volumes of the R&R game series, a simpler fast playing tactical level game system of Am Civil War battles. V1: 4 btles, Bunker Hill, Brandywine, Germantown, Monmouth. V2: 8 btles, Bennington, Freeman's Farm, Bemis Heights, Camden, Cowpens, Guilford Courthouse, Hobkirk's Hill, Eutaw Springs. V3: 7 battles from the American Revolutionary War: Brooklyn (Aug'76), Harlem Heights (Sept'76), White Plains (Oct'76), Trenton (Dec'76), Princeton (Jan'77), Stony Pt (Jul'77), King's Mtn (Oct'80). W/ 6 maps, 1360 counters. '05										
<b>Saalfeld, Prelude to Jena</b>		102450		\$8.00	New	Fo				3
Folio game of the 10 October 1806 meeting of the advanced guards of the French & Prussian armies. A victory for either will open possibilities to defeat the larger enemy army shortly after, and time is short. 40 counters, rgt level, 352yd/hex. '13										
<b>Saipan, Conquest of the Mariannas</b>		104575		\$15.00	New	Fo				4
Update of SPI folio on the subject. Uses an attritional combat system, with support assets like air power & artillery. Covers the fierce battle for Saipan in the Marianas, with its 2 airfields suitable for B-29s, June 1944. 30,000 well entrenched Japanese defend against 3 US divisions. '10										
<b>Salem Church, East of Chancellorsville</b>		103946		\$8.00	New	Fo				3
Folio game of the Union attempt at Chancellorsville, May 1863, to slip a full corp behind the Confederates. The attempt had to cross a single key bridge at Salem Church, and a see-saw battle developed and the Confederates eventually flanked the Union force, forcing them to retreat. 40 counters, brigade level, 352yd/hex. '14										
<b>Scheldt, Battle of..., Devil's Moat</b>		105601		\$15.00	New	Fo				4
Folio game of the battles between the Canadian 1st Army & German 15th Army in late 1944. The allies needed to clear the Scheldt Delta in order to utilize Antwerp's port facilities. The German's realized this and delayed the inevitable with pre-sited artillery, snipers & mines to break up Allied advances before they even met the main German lines. '14										
<b>Shiloh, Grant Surprised</b>		104155		\$15.00	New	Fo				4
Update of SPI folio game. Confeds launch a surprise attack at the Union encampment near Shiloh, but are beaten back in a confused battle. '10										
<b>Showdown, the Coming Indo-Pakistani War</b>		103861		\$16.50	New	Fo				4
New design using the DG folio system. Uses a step reduction system with support assets like airpower & artillery - and possibly nuclear weapons. Depicts what might happen should India & Pakistan once again go to war, and do so without reservation. Div level. '10										
<b>Stones River, Turning Point in Tennessee</b>		106694		\$15.00	New	Fo				3
Update of SPI folio on the subject. Focuses on the Confed surprise attack on the Union forces at Stones River, TN, Dec 1862. Rgt/brig level. '10										
<b>Storm of Steel 2nd</b>		103480		\$119.00	**	New	LB	**		6
Revised & updated 2nd (2014) edition. ■ Revised & updated 2nd edition of this strategic level, comprehensive 3-map game of WW-1 in Europe from the Spanish border to the Middle East, including land air & naval units. Quarterly turns, corp or naval squadron level. Includes production and a card driven system. 3 maps, 1400 counters, 22 scenarios. Good for team play. '14										
<b>Struggle for the Galactic Empire [PC]</b>		105007		\$16.00	New	JC				8
CD; req Windows 95/NT or later. Windows PC port of the 2nd ed update of this strategic level, solitaire game of a galactic empire trying to maintain order in the face of rebellions, corruption & attacks that threaten to undo it's hold on the known universe. Sort of like helping Darth Vader manage the Empire a little better... J.Miranda'13										
<b>Struggle for the Galactic Empire 2nd</b>		104814		\$45.00	New	BC				8
2014 (2nd ed) reprint. ■ 2014 (2nd ed) reprint of this strategic level, solitaire game of a galactic empire trying to maintain order in the face of rebellions, corruption & attacks that threaten to undo it's hold on the known universe. Sort of like helping Darth Vader manage the Empire a little better... 352 counters, 1 map. J.Miranda'14										
<b>Totaler Krieg! [Krieg 3rd] 2nd</b>		104162		\$99.00	**	New	LB	**		6
Further update & enhancement of this very popular, strategic WW2 gm at army/corp level w/ cards play for special events. This edition has 840 counters, 200 cards, scenario generator rules, and 2 maps, and explores the pre-war period of 1937-9. Can be linked with Dai Senso!, its sister game set in the Pacific. HIGHLY RECOMMENDED both for its graphics and its essential game play. HIGHLY RECOMMENDED. '11										
<b>USN Deluxe [2nd]</b>		107124		\$62.00	New	BC				6
Update of one of the best Pacific War games ever. Strategic level game of the Pacific War, 12/41-8/45. Adds rules for the entire war with early & later war scenarios, plus several small scenarios, as well as complete campaign. Now covers the war in China, Burma, and a War Plan Orange, plus Soviet intervention, kamikazes, MAGIC, & the Bomb. 2 maps, 840 counters. Graphic update to this HIGHLY RECOMMENDED classic thruout. J.Miranda, M.Myers, J.Dunnigan'04										
<b>Vimy Ridge, Arras Diversion</b>		104157		\$15.00	New	Fo				4
Folio game using the Fire & Movement game system. Covers the 1917 Allied attempt to capture Vimy Ridge, a keystone of the northern German flank of their lines in France. Extensive training & huge concentrations of artillery allowed the Canadians to succeed, but not exploit their success. '14										
<b>Wacht am Rhein, Battle of the Bulge 3rd</b>		103478		\$124.00	**	New	LB	**		3

Email us anytime at M.Dean@FineGames.com, phone 541-756-4711 between 10am-9pm PST, FAX (702) 926-5205, or write 2078 Madrona St., North Bend OR 97459-2143 USA.

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print?	Incl?	Scale	Plyrs
Update of this graphically updated & colorized & RECOMMENDED 4 map, 2380 counter game of the Battle of the Bulge. Uses an evolution of simpler & popular Panzer Gruppe Guderian system. Six 1-map scenarios, campaign game. 3rd edition includes extensive changes to combat, artillery & supply including exploitation mode, plus revised OoB. BtlN level, 4 maps, 2240 counters. J.Dunnigan,J.Youst'12												
<b>Wolffpack [PC]</b>		<b>106695</b>		<b>\$16.00</b>			<b>New</b>	Fo			2	1
Win9x/ME/NT/XP, on CD-R. Computerized version of the long-popular solitaire game of u-boat attacks on Allied convoys, Spring 1943. Faithful port to PC from of the SPI game in S&T 47. '02												
<b>Decision Games S&amp;T Games</b>												
(541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
<b>1066, End of the Dark Ages #240</b>		<b>82333</b>		<b>\$22.00</b>			<b>New</b>	n	OoP		6	4
Mag & Game. Strategic level, 2-4 player game of the struggle for ethnic dominance in Britain early in the 11th century. Players represent the Anglo-Saxon, Norman, Viking and Briton peoples on a map that covers Britain up to Scotland, and portions of the coast of Norway and France. A fairly simple game of diplomacy set in the era of the battle of Hastings. 176 counters. J.Miranda'06 / ARTICLES ON: 1066, the Battle of Hastings & the Turning Point of the Middle Ages; When China Ruled the Waves; WWI in West Africa; Britain's Royal Sovereign Class BB; northern Vietnam's AA Guns; Mozambique After the Cold War; Bernardo de Galvez & the Louisiana-Florida Campaign 1779-81; End of the Sioux Dominance.												
<b>1812, War of... #207</b>		<b>53940</b>		<b>\$65.00</b>			<b>New</b>	n	OoP		6	
Mag & Game. Strategic, area-move game of the entire War of 1812 thruout N.America east of the Mississippi and at sea. Seasonal turns, 280 counters, using an operation point system, and differentiation among quality of units. J.Miranda'01												
<b>1918, Imperial Germany's Last Chance#223</b>		<b>69131</b>		<b>\$22.00</b>			<b>New</b>	n	OoP		6	
Mag & Game. Div-corp level game of the war on the entire western front, March-Aug 1918. Depict's Germany's urgent need to somehow pierce the Allied lines & will to stave off eventual defeat. 1wk/turn, 15km/hex, 3 different game lengths starting from same time. J.Miranda'04 / ARTICLES ON: 1918, Germany's Last Chance; the French Campaign in Egypt After Napoleon, 1799-1801; Australia & the War on Terror 2001-2; Swedish-Tripolitanian War 1798-1803; Shogun's March to Peking, 1592-58.												
<b>American Revolution #270</b>		<b>95604</b>		<b>\$75.00</b>			<b>New</b>	n	OoP		6	
Mag & Game. Complete reworking of this early, strategic lvl, area move gm of the entire war in N.America, 1776-1783. Greatly enhanced to include the entire theater including Canada, the frontier to the Mississippi River, Florida & the Caribbean, and including Spanish & French participation. Lots of special rules giving color to life on the frontier, to mobilizing, to supply & to siege. 75mi/inch; brigade level. 1yr/turn. Campaign & short 4-turn scenario. T.Bomba'11 / ARTICLES ON: the American Revolution in N.America; battle of Stirling Bridge during the Braveheart Rebellion, 1297; Battle of Mukden, 1905; Task Force Viking, coordinating US special forces & local irregulars against an numerically superior enemy in northern Iraq; battle of St. Louis, 1780; China's aviation developments; the Hansa merchant wars of the 14th century; 3 offbeat battles of the Middle Ages: Dorylaeum, Legnano & Benevento; Op Snake Pit, the btl of Musa Qala, Afghanistan, 2007.												
<b>Angola, Cold War in Africa #290</b>		<b>106341</b>		<b>\$22.50</b>			<b>New</b>	n			4	
Mag & game. Game covers the decisive period of 1987-88 in Angola at the height & end of the prolonged civil war that was itself a proxy for the Cold War, with the intervention of Cubans & South Africa. Operational level, with each player controlling several factions. Uses a variant of the They Died With Their Boots On game system. 1m0/turn, 31mi/hex, rgt/brig level, 234 counters. J.Miranda'14 / ARTICLES ON: Angola, Cold War Struggle in Africa; Battle of Manzikert, 1071, between Byzantine & Alp Arslan & the Seljuks; Sarikamis, Ottoman Debacle in the Caucasus, 1915; Hessians in the American Revolution; German Victory over Rome at Teutoburgerwald & Roman reposte; Nathan Forrest's Finest Hour at Brice's Crossroad & the potential after; Italians in the Battle of Britain; Development of New US Minesweeper Vessels in the 1980s.												
<b>Asia Crossroads, Great Game #216</b>		<b>70450</b>		<b>\$26.00</b>			<b>New</b>	n	OoP		6	
Mag & Game. British & Russian empires compete for economic dominance or military control of central Asia, from the Mediterranean Sea to Siberia in the mid-1800s in several scenarios. J.Miranda'03 / ARTICLES ON: the Red River Campaign 1863; Short History of Biological Warfare; Sparta's Defeat of Athens; Evolution of Ventral Defenses for Bombers; Weaponization of Plaque; Barbarian Army Sizes; 19th Century Cold War in Asia.												
<b>Atlanta Campaign: Bald Hill &amp; EzraC #170</b>		<b>97659</b>		<b>\$49.00</b>			<b>Mint</b>	n	OoP		3	
Cherry. ■ Mag & Game. Includes 40 revised Olustee counters for #166 changing graphic style to conform to B&G 2nd style, plus (60) 7 Yrs World War counters. Game uses the BtIs of Am Civ War series (Blue & Grey 2nd) to covers the two btIs of Bald Hill & Ezra Church, July 1864, as the Confeds desperately try to defend Atlanta from Sherman's armies. The 4 games in this & the prior issue can be linked into a campaign. 280 counters, 300yd/hex, 1hr/turn, 500men/strength pt. R.Markham and C.Cummins '94 / ARTICLES ON: Sherman's Atlanta Campaign, 1864, pt.2; Airpower in the Stalingrad Campaign, pt.2; Warfare in Medieval Japan; German Use of V-1s to Deliver Mail; Willy Messerschmitt; Raids of the Tartars, 1521-1696; England's King's Airplane; Forlorn Hope, US Military Operations in Somalia, 1993-4.												
<b>Atlanta Campaign: Peachtree &amp; Jones #169</b>		<b>33441</b>		<b>\$32.00</b>			<b>New</b>	n	OoP		3	
Mag & Game. BtIs of Am Civ War series (Blue & Grey 2nd). Covers btIs of Peachtree Creek & Jonesboro, 1st & last attempts to save Atlanta, July 1864 as the Confeds desperately try to defend Atlanta from Sherman's armies. Scenarios can be linked into a campaign. 300yd/hex, 500men/strength pt, 1hr/turn. R.Markham and C.Cummins '94 / ARTICLES ON: Sherman's Atlanta Campaign of 1864, pt 1; Airpower in the Stalingrad Campaign, 1942-3; America's First Foreign War, the campaign against the Barbary Pirates 1801-5; Viva Zapata 1994; North Korean Scud missile; modern US Marine division; US Navy's Phalanx AA gun; Hapsburg's Best Shot at Napoleon; Pappenheim, mercenary commander; Gulf War intelligence ops; ERRATA for Austro-Prussian #167, Savage Station #166, Caesar in Gallia #165, Seven Years War #163, Balkan Wars #164.												
<b>Austrian Succession, War of the... #289</b>		<b>105993</b>		<b>\$22.50</b>			<b>New</b>	n			4	
Mag & game. Cover's Frederick the Great's first military campaign, the First Silesian War of 1740-42, which also marked the War of Austrian Succession involving all of Europe. Two sides (Prussians v Austria & the Hapsburgs duke it out in central Europe. Period-style map centered on Austria & Hungary. 7.5mi/hex, Brig level, 1-2m0/turn. J.Miranda, E.Harvey'14 / ARTICLES ON: War of Austrian Succession: America's Road to Civil War analysis; Fall of Cherbourg, 1944; Myanmar's (Burma's) Insurgency; Alexander the Great's Nemesis, Memnon of Rhodes; Russians & French in northern Italy 1799; Russian's Guards Attack During Brusilov Offensive 1916; CDAA Radio Triangulation Systems after WW2.												
<b>Austro-Prussian War, 1866 #167</b>		<b>24178</b>		<b>\$55.00</b>			<b>New</b>	n	OoP		4	
Mag & Game. 3rd gm in War of Imperial Age series, updates rules to earlier games. 4 scenario game of the 7 week war that led to unification of Germany under Bismarck. Brig/Div level, 3days/turn. J.Miranda'94 / ARTICLES ON: Austro-Prussian War of 1866 w/ OoB; Soviet plans for the blitz across Europe in WW3, using tactical nukes all the way; US raids on besieged Rabaul; Exploits of HL Huntley submarine; CIA's buyback program for Stinter AA missiles; An Intro to Geopolitics; ERRATA for Balkan Wars #164, Seven Years War #163, Saipan #162; Decision Games Acquires SPI Titles.												
<b>Austro-Prussian War, 1866 #167</b>		<b>104287</b>		<b>\$52.00</b>			<b>Mint</b>	n	OoP		4	
Mag & game. ■ Mag & Game. 3rd gm in War of Imperial Age series, updates rules to earlier games. 4 scenario game of the 7 week war that led to unification of Germany under Bismarck. Brig/Div level, 3days/turn. J.Miranda'94 / ARTICLES ON: Austro-Prussian War of 1866 w/ OoB; Soviet plans for the blitz across Europe in WW3, using tactical nukes all the way; US raids on besieged Rabaul; Exploits of HL Huntley submarine; CIA's buyback program for Stinter AA missiles; An Intro to Geopolitics; ERRATA for Balkan Wars #164, Seven Years War #163, Saipan #162; Decision Games Acquires SPI Titles.												
<b>Back to Iraq 3rd #208</b>		<b>57608</b>		<b>\$28.00</b>			<b>New</b>	n	OoP		4	
Mag & Game. 2nd revision & upgrade to the original XTR game posing the wistful thought of what might happen if the US went back to invade Iraq with some conviction. Given a month, what could the US-led warmongers do? This version adds advanced rules, detailed airstrikes, command control, additional units. 17mi/hex, 2days/turn, brig/div level, 196 counters. T.Bomba'02 / ARTICLES ON: Back to Iraq, a Strategic Analysis & Update for 2002 w/ OoB; Update Afghanistan; British Wars in Afghanistan; Turmoil in Afghanistan since the withdrawal of the Soviets; US Special Ops forces; US B-1B Bomber; US 10th Mountain Div; Soviet Hind Helicopters; Afghanistan Civil War 2001 variant for Holy War #147; Pearl Harbor, 1941; Soviet War in Afghanistan 1979-89 w/ OoB.												
<b>Balkan Wars, Prelude to Disaster #164</b>		<b>91630</b>		<b>\$49.00</b>			<b>Mint</b>	n	OoP	Err	4	
Rules separated. Inked initials on cover. ■ Mag & Game. Div/Brig lvl game of 2 wars in Balkans, 1912 & 13. First the Ottoman Empire gets bounced by allied Bulgaria, Serbia, Greece & Montenegro. Then Bulgaria gets greedy, seeking much of the spoils of the last war from its former allies. 15km/hex, rgt/brig level, 1wk/turn. Excell map covers all of the Balkans and then some. J.Miranda'93 / ARTICLES ON: Balkan Wars, 1912-3; the German 78th Assault Div in WW2; German assessment of the new tank tactics in 1943; Command Decision, the 1st Panzer Army in the Ukraine, Spr 1944; James Burnham & Western cold-war ideology; extensive ERRATA for Italian Campaign Medwar #160 & Anzio #155.												
<b>Balkans 1941 #182</b>		<b>104300</b>		<b>\$65.00</b>			<b>Mint</b>	n	OoP		4	
Cherry. ■ Mag & Game. 2-player div lvl game of the Axis blitz thru the Balkans, Apr-May 1940. Begins after the Italian fiasco. 2 scenarios, historical & full Yugoslav mobilization. Rgt/div level, 1wk/turn, 25km/hex. And there is more: an S&T w/ a decent looking map! J.Miranda'97 / ARTICLES ON: Balkans Campaign of 1941; Gordon, the Mahdi & Khartoum, 1884; the Soviet Equivalent of the Tiger Tank in 1941; Rescue of Gen. Dean in Korea, 1951; Freikorps, Germany in Revolution; Unit Cohesion & the Religious Wars.												
<b>Black Prince, Crecy &amp; Navarette #260</b>		<b>90914</b>		<b>\$20.00</b>			<b>New</b>	n			3	
Mag & Game. Two key battles from the time of the English king known as the Black Prince late in the Medieval period. Navarette covers the Apr 1347 battle during the 100 Years War between the English & the French & their Castilian allies. 50yd/hex, 500men/counter, 20min turn. Crecy covers the 1346 battle in which the French mounted knights prove the cost of arrogance in the face of lowly archers. 80yd/hex, 500men/unit, 40min/turn. / ARTICLES ON: the Black Prince & medieval warfare; Issues in designing tactical pre-modern wargames; the Arab Legion in WW2 & the first Arab-Israeli War; Central Powers offensive at Caporetto, Italy, 1917; Military evolution in 16th & 17th Centuries & 30 Years War. '09												
<b>Blood on the Tigris #176</b>		<b>45062</b>		<b>\$25.00</b>			<b>New</b>	n	OoP		6	
Mag & Game. Covers the Allied drive on Baghdad up the Tigris-Eurphates delta beginning early in the war thru the time of its historical capture in April 1917. Brig level with an emphasis on logistics & command. Campaign & a short scenario. 220 counters, 6mi/hex, 1m0/turn. P.Moore'96 / ARTICLES ON: Mesopotamian Campaign in WWI; War on the Plains, Prelude to Little Bighorn; Dennis Mahan, Warfare as Art & Science; Strategy in the Great War [WWI]; the Siege of Rhodes 305BC; German Troops in the Am Revolutionary War; Confederate Propaganda; Destruction of the Iraqi Navy.												
<b>Boer War #205</b>		<b>50774</b>		<b>\$58.00</b>			<b>New</b>	n	OoP		4	
Mag & Game. Operational, brig/div level game of the Second Boer War, 1899-1902, in South Africa. 280 counters & a very nice map covering S.Africa to Rhodesia at 30k/hex. Comprehensive game with emphasis is on national morale, logistics & guerilla combat. 2 scenarios covering sections of the first part of the war, plus a campaign game. Monthly turns, 280 counters. J.Miranda'01 / ARTICLES ON: Boer War 1899-1902; US Army's Force XXI; MacArthur's First Philippine Campaign 1941-2; Battle of Crecy, Edward III's 1346 Campaign.												
<b>Caesar in Gallia #165</b>		<b>104288</b>		<b>\$75.00</b>			<b>Mint</b>	n	OoP		6	

Game Title (& Edition or Issue #)		Game	Cash-Basis	Ship Surchage	General	Box	Out-of	Errata	Game #-		
Specific Condition, Subject, Designer, Year		Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale	Plyrs
Mag & Game & errata/var counters for: Zeppelin (1), Red Sun/Red Star (3), Saipan (1). Strategic level game of the Roman campaigns in western Europe & N.Africa, 58-51BC, seeking to conquer its frontiers. Uses the Ancient Wars (Trajan/Roman Civil War) game system. Includes 3 scenarios (Helvata 59BC, Invasion of Britain 54BC, Alesia 52BC) and the 7 year campaign. Monthly/seasonal turns, legion/tribe level, 200 counters. J.Miranda'94 / ARTICLES ON: Caesar's conquest of Rome's frontier; Red Sun Rising, military art & scient in medieval Japan; Chosin, the UN retreat from the Yalu, 1950; review of James Dunnigan's book, Complete Wargames Handbook; Seven Years War errata & Saipan. '93											
<b>Catherine the Great #232</b>			<b>78724</b>		<b>\$24.00</b>	<b>New</b>	n	OoP		6	1
Mag & Game. Solitaire or 2-3 player game of Catherine the Great's rule of Russia, 1762-96, and the various policy initiatives she could have pursued to enhance Russia's standing in Europe. Player(s) act on behalf of Russia; other European powers are handled by the game system. Army level, 5yrs/turn, 200 counters. J.Miranda'05 / ARTICLES ON: Counterstroke at Soltsy on the Road to Leningrad, July 1941; Catherin the Great & Russia's expansion; the Maccabean (Jewish) Revolt in 167BC; the British Blue Peacock Nuclear Landmine; Naval Mine Warfare during the Cold War; Peace in Cambodia; Entebbe Hostage Rescue; Miyamoto Mushasi, 1584-1645.											
<b>Chad, the Toyota Wars #144</b>			<b>16837</b>		<b>\$20.00</b>	<b>New</b>	n	OoP		4	
Mag & Game. Unusual & complex game of the multi-sided military & political conflict embodied by the civil war in Chad, 1979-88. Weather, water, economics and outside intervention by Libya, France, the US & Org of African Unity play a key part. Col/btl/guerrilla level, 6mo turn, 200 counters. LTCOL R.Davis'91 / ARTICLES ON: Chad, the Toyota Wars; NATO multinational corps; Soviet Spetsnaz Brig Organization; Spanish Rapid Deployment Force; Rise of the Soviet Army & Its Operational Art 1918-45; Mounted Partisans in the Am Civil War; British & East Indian Armies 1805-34; Battle of Roundway Down, 1643; Schlieffen Plan 1914, myth v reality.											
<b>Chad, the Toyota Wars #144</b>			<b>97491</b>		<b>\$22.00</b>	<b>Mint</b>	n	OoP		4	
Cherry. ■ Mag & Game. Unusual & complex game of the multi-sided military & political conflict embodied by the civil war in Chad, 1979-88. Weather, water, economics and outside intervention by Libya, France, the US & Org of African Unity play a key part. Col/btl/guerrilla level, 6mo turn, 200 counters. LTCOL R.Davis'91 / ARTICLES ON: Chad, the Toyota Wars; NATO multinational corps; Soviet Spetsnaz Brig Organization; Spanish Rapid Deployment Force; Rise of the Soviet Army & Its Operational Art 1918-45; Mounted Partisans in the Am Civil War; British & East Indian Armies 1805-34; Battle of Roundway Down, 1643; Schlieffen Plan 1914, myth v reality.											
<b>Chancellorsville &amp; Plevna #218</b>			<b>64277</b>		<b>\$20.00</b>	<b>New</b>	n	OoP		3	
Mag & Game. Two games of two major battles in two very different wars. CHANCELLORSVILLE covers Lee's brilliant victory at which he out maneuvered Hooker, May 1863. PLEVNA covers a key battle of the Russo-Turkish War, Sept 1877, in which the Russians are bloodily repulse in an assault on Turkish forces. Rgt-div level, 1k-1mi/hex, 1-8hrs/turn, 280 counters. J.Miranda'03 / ARTICLES ON: Union Army in the Am Civil War; Battle of Plevna, Sept 1877; Frederick the Not-So-Great; Hunt for the Konigsberg 1914; Spanish Pilots in eh Soviet Air Force 1941-5; Amphibious Japanese Suicide Tank; Regulars & Volunteers of the US Army of 1898; Japanese Army in WWII; Soviet Invasion of Hungary 1956.											
<b>China, Battle for... 4th #259</b>			<b>90435</b>		<b>\$19.25</b>	<b>New</b>	n			6	
Mag & Game. 4th edition of this game of Japan's attempt to conquer China, 1937-41, using an color area map of china & 280 die cut color counters. Third player can be added for Communist forces A decent, large scale treatment of this complex campaign. B.Train'09 / ARTICLES ON: Japan in China, 1937-41; Roman leader Crasus, 1st century BC; Dien Bien Phu, decisive btl of 1st Indochina War, 1954; & of course many ads.											
<b>Chosin, X Corp Escapes the Trap #257</b>			<b>90440</b>		<b>\$24.00</b>	<b>New</b>	n			4	
Mag & Game. w/ errata & errata counters for Guantlet (46). Game of campaign in northeastern Korea late in 1950 as the Chinese surprise & attack the US X Corp near the Yalu River, covering the entire campaign. Uses the Gauntlet game system, and can be mated with that game to cover the entire 1950 Chinese offensive. Material in this game can be retrofitted to Guantlet. J.Miranda'09 / ARTICLES ON: The Chosin Campaign in Korea, 1950; Von Richthofen, the Red Baron, in WW1; Air Raid at Taranto, 1940; Patriots & Loyalists in Lower Canada, 1837-38.											
<b>Civil War in the Far West 1862 #252</b>			<b>85888</b>		<b>\$19.00</b>	<b>New</b>	n			4	
Mag & Game. w/ variant counters for Back to Iraq 3rd (34) & No Prisoners (7). Simpler game of the Confederate attempt to secure the southwestern USA (mainly New Mexico) early in the American Civil War, Feb-Jun 1862. 9mi/hex, 100men/strength pt, 1mo/turn. C.Diamond'08 / ARTICLES ON: the Am Civil War in the West; Great War & the Origins of Air Warfare; variant rules for No Prisoners & Back to Iraq 3rd; Chinese Naval Power in the Pacific & Indian Oceans; Lion of Mali, 1300s.											
<b>Cobra, the Normandy Campaign 3rd #251</b>			<b>85895</b>		<b>\$75.00</b>	<b>New</b>	n	OoP		4	
Mag & Game. Variant counters for Vinegar Joes War #227 (7); Sealords #243 (10); Winged Horse #239 (140); Twilight of the Ottomans #241 (43). Double sized issue w/ articles on the battle for Normandy from D-Day thru the Falaise Gap; Israeli air force 1948-present; history of China since the bronze age. COBRA is a 2-map, rgt/brig level game of the battle for Normandy from D-Day to the Falaise Gap. Based on earlier SPI game of the name but heavily revised. Scenarios cover the build-up phase and Op Cobra; campaign game covers 6June-23Aug. 3day/turn, 2mi/hex, 280 counters (560 total). B.Hessel, J.Youst'08 / ARTICLES ON: Battle for Normandy, D-Day to Falaise Gap; Military History of China, bronze age to present; Braddock's Defeat, 1759; Ekranoplane, monster of the Caspian; History of the Israeli airforce.											
<b>Cold War Battles II #263</b>			<b>93949</b>		<b>\$22.50</b>	<b>New</b>	n			3	
Mag & Game. 2 additional grand tactical battles from the cold war era. Kabul'79 covers the Soviet seizure of the Afghan capital at the beginning of their occupation. 250m/hex, 2days/turn. Pentomic Wurzburg covers the Soviets v. the US in western Germany in the 1950s. 1mi/hex, 12hrs/turn. J.Miranda'10 / ARTICLES ON: Kabul 1979, Kremlin's fatal Cold War victory; US's pentomic (early Cold War) army; Caesar triumphant, Munda 45BC; Naval gunnery in the War of 1812; Revolt of the admirals; Jefferson Davis's newspaper war; foreign royalty in the British navy; Operation Sealion; Brawnner's Farm, opening round of Second Manasses 1862.											
<b>Cold War Battles, Budapest &amp; Angola #235</b>			<b>74944</b>		<b>\$22.50</b>	<b>New</b>	n	OoP		4	
Mag & Game. Operational levels of two venues for Cold War conflict between the superpowers, Budapest 1956 and Angola 1987. Budapest shows one of the pivotal cold war events, as the Hungarian population rises up against the Soviets who then invade to restore "order," possible NATO counter-invasion possible. Angola covers the sharp conflict between Angolan factions supplemented by Cuban regulars against an invading S.African army in support of the UNITA faction. Generally btl level, Budapest 0.33mi/hex, Angola 5mi/hex, 1-4wks/turn. J.Miranda'06 / ARTICLES ON: S.African involvement in Angola; the first biological warfare; Musket Accuracy; First Black Regt of the Am Civil War; Aerial Firsts Over China; US Redstone Rocket; Breitenfeld 1631; German airborne in WW2; German army organization 1942-5.											
<b>Crimean War #193</b>			<b>32180</b>		<b>\$50.00</b>	<b>New</b>	n	OoP		4	
Mag & Game. Strategic & operational level game of the entire Crimean War, 1854-55, at brig/div level w/ weekly turns, 5km/hex, 280 counters. Scenarios for Balaclava & 1855, plus campaign game. J.Miranda'99 / ARTICLES ON: the Crimean War; the Charge of the Light Brigade during the battle of Balaclava; Siege of Exeter early in the British Civil War; Baylors capture of Texas for the Confederacy in 1861; ad hoc armored cars in 1914; an Indian aircraft carrier; Tragedy of Roman leader Quintus Sertorius; Revolt in the Congo 1964-5; Nelson v Bonaparte in Egypt, 1798; profile of Napoleon.											
<b>Crimean War Battles #201</b>			<b>59131</b>		<b>\$33.00</b>	<b>New</b>	n	OoP		3	
Mag & Game. Includes errata counters for Vietnam Btl (10), Forgotten Finns scenario (73), Sun Never Sets (2) and Crimean War (9). A recycling/update of 2 of the SPI Crimean War quad games, Tchernaya River 1855 & Alma 1854, at the battalion level. Good games, but aside from graphic updates to the map & rules, entirely a recycling job including poor scans of line-of-sight examples. That said, these were the best of the 4 SPI games. M.Enzer'00 / ARTICLES ON: Napoleon's 1813 Campaign; Battles of the Crimean War; ERRATA for Great Medieval Battles #197, French Foreign Legion #200; Shelby's Attack of the Killer Mules in New Mexico 1862; Russian Naval Attack at the beginning of WWI; the German MG34 Light Machinegun; Boeing B-52; Development of the Sherman Tank; Makhno & the Russian Civil War in the Ukraine; Mauryan Empire of Ancient India,											
<b>Cropredy Bridge, A Fleeting Victory #148</b>			<b>39983</b>		<b>\$16.00</b>	<b>New</b>	n	OoP		2	
Mag & Game. Tactical battle between Royalists & Parliamentarians a week before the decisive battle of Marston Moor, 1644. 100yd/hex, 20min/turn, 50men/strength pt. 299 counters, 2 historical & 1 hypothetical scenario. M.Grace'92 / ARTICLES ON: Battle of Cropredy Bridge, 1644; Remembering Pearl Harbor & the Japanese strategy in the Pacific; Soviet 1991 Coup forces, the last gasp of the Hardliners; Soviet Organization & Tactics in Afghanistan; Homer Lea, Forgotten Grand Strategist; Indian forces in Confederate Service; British Munitions Production during WWI; Battleship Casualties in the USN, 1898-1989; Ivan the Terrible's Reign in Russia, 1533-84; contemporary reorganization of the British Army; Trajan references for article in #145.											
<b>Cropredy Bridge, A Fleeting Victory #148</b>			<b>91680</b>		<b>\$14.00</b>	<b>Mint</b>	n	OoP		2	
Rules separated. ■ Mag & Game. Tactical battle between Roayalists & Parliamentarians a week before the decisive battle of Marston Moor, 1644. 100yd/hex, 20min/turn, 50men/strength pt. 299 counters, 2 historical & 1 hypothetical scenario. M.Grace'92 / ARTICLES ON: Battle of Cropredy Bridge, 1644; Remembering Pearl Harbor & the Japanese strategy in the Pacific; Soviet 1991 Coup forces, the last gasp of the Hardliners; Soviet Organization & Tactics in Afghanistan; Homer Lea, Forgotten Grand Strategist; Indian forces in Confederate Service; British Munitions Production during WWI; Battleship Casualties in the USN, 1898-1989; Ivan the Terrible's Reign in Russia, 1533-84; contemporary reorganization of the British Army; Trajan references for article in #145.											
<b>Dagger Thrusts, Patton &amp; Montgomery #233</b>			<b>74943</b>		<b>\$31.00</b>	<b>New</b>	n	OoP		4	
Mag & Game. Simpler XTR-style game of the possibilities open to the Allies in the early Fall 1944. Two maps cover the northern German/Dutch border area where the British may try a Market-Garden attack, and separately a map of the central Ruhr/Rhine area where Patton's 3rd army could assault the Rhine directly. The Allies must shorten the war by a successful Market-Garden attack, opening Antwerp, or breaching the Westwall. 176 counters, rgt/div level, 7mi/hex, 3days/turn. T.Bomba'05 / ARTICLES ON: Dagger Thrusts, Missed Opportunities for Victory Against Germany, Sept. 1944; George Henry Thomas, Rock of the Union; Battle of Nashville, Dec. 1864; German 78th Assault Inf. Division; Roadblock at Mortain; the AirLand Battle of the Bulge & Combat Units in the Bulge. / ARTICLES ON: Dagger Thrusts, Missed Opportunities to Defeat Germany, Sept. 1944; George Henry Thomas, Union General; Battle of Nashville, Dec 1864; Germany's 78th Assault Division in WW2; Huge US Army Reorganization Underway; Battle for Lake Tanganyika 1915; the AirLand Battle of the Bulge, with air & land OoBs.											
<b>Downfall, If the US Invaded Japan #230</b>			<b>74179</b>		<b>\$34.00</b>	<b>New</b>	n	OoP		4	
Mag & Game. Game of the prospective American invasion of Japan at the end of WW2, covering the beachhead area at the south end of the southern Japanese island of Kyushu. Division level, w/ only 88 counters. Done in the style of an XTR/Command issue game by non other than T.Bomba'05 / ARTICLES ON: Operation Downfall, the Planned Air Campaign Against Japan, Nov 1945-March 1946; Armies in the Pacific 1945; Next Generation Aircraft in the Pacific 1945; Plan Orient, the German Plans to Link Up with the Japanese in India; Marx on the American Civil War; Australia & Bougainville; Russian Midget Sub Development; Battle of Stones River, Murfreesboro, 1862.											
<b>Drive on Kursk, July 1943 #253</b>			<b>86311</b>		<b>\$53.00</b>	<b>New</b>	n	OoP		4	
Mag & Game. Div level game of the German armored offensive of July 1943 met by intense Soviet preparations. Game vaguely based on the Kursk'71 game published by SPI, and the Road to Ruin game system found in Drive on Stalingrad 3rd & Drive on Moscow #244. Utilizes recent Soviet archive materials for a better OoB. Includes the historical scenario plus Manstein's alternative to include all available units from the entire east front into the battle. Does NOT include a May or August scenario. 10km/hex, 2days/turn. T.Bomba'08 / ARTICLES ON: Kursk as an operation defeat for the Germans; Prochorovka revisited based on archive data; design notes for Drive on Kursk; Byzantine capture of Manzikert, Armenia, 1071; first use of northern Vietnamese tanks in 1968; the armies of Cobra, July 1944.											



Game Title (& Edition or Issue #)		Game	Cash-Basis	Ship Surcharge	General	Box	Out-of	Errata	Game #-		
Specific Condition Subject Designer Year		Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale	Plyrs
<b>Drive on Moscow #244</b>			87246		\$42.00	New	n	OoP		4	
Mag & Game. Simpler, operational level game of the final German attempt to sieze Moscow in 1941. Covers the time from 1 Oct thru 7 Dec., from Kursk to Kalinin. 7.5mi/hex, div level, 1wk/turn. 2maps, 352 large counters. Feature ARTICLES ON: 1941 Moscow Campaign; Roman Army at Zama, 202BC; Next Naval War; Rocroi 1643 battle file. 62pg. J.Miranda'07											
<b>Duel on the Steppe, Operation Star #285</b>			105271		\$22.50	New	n			4	
Mag & game. Game of the Soviet 1943 winter offensives, Operations Star & Gallop, as they use their numerical advantage against some of the best units the Germans fielded in the aftermath of Stalingrad. Focus on the area between the Donets & Dnepr Rivers. 2 scenarios: the Soviet attack, & the German Backhand Blow. Uses the Sedan 1940 & Tobruk game system. 228 counters, 6.5mi/hex, Div/corp level. P.Youde'13 / ARTICLES ON: Duel in the Steppe, Soviet Star & Gallop Offensives, Jan-Feb 1943; Alcohol, the Alamo & the Texas War for Independence, 1835-36; Battle of Dorostolon, Byzantium Confronts the Rus, July 971AD; M16 & M60 in Vietnam; Alexander's Successors, War in Iraq 311-309BC; Marlborough, Flanders, Fodder & Fame; Pedregal; Coastwatchers in the Pacific in WWII; Suez 1956.											
<b>Fail Safe, Strategic Air Commmand #283</b>			103821		\$22.50	New	n			8	
Mag & game. Game of a 1940s-60s era strategic nuclear air war prior to the advent of ballistic missiles. "Object of the game is to drop sufficient nuclear weapons...to prevent them from dominating the world." Uses a large scale, polar-centric map of the world & a fast playing game system. 228 counters. J.Miranda'13 / ARTICLES ON: Strategic Nuclear Warfare in the Cold War; Rise of Saladin in 12th Century; Battle of Bushy Run, Aug 1763; Tulagi; Birth of the Roman navy; Rise of Japan's Navy; Subs in the Gallipoli Campaign; Adm. Morrison & the beginning of the 2nd Vietnamese War. '13											
<b>Falklands Showdown, 1982 #269</b>			95615		\$54.00	New	n	OoP		4	
Mag & Game. Game of the Argentine invasion of British-held Falkland Islands & the sharp British retort. Includes an operation map of the surrounding sea areas & a grand tactical map of the Falkland Islands. The British must mobilize its resources to launch a counter invasion to rest the islands back from Argentina. c.4aircraft/counter, squadron/btn level, 1 ship/counter, 1-3days/turn, area map. P.Sharp'11 / ARTICLES ON: strategic analysis of Falkands War, 1982; War of Chinese reunification 1916-28; Btl of M'Utah 629ad; Soviet TU-4 Bull heavy bomber; decline of the phalanx during the Peloponnesian War; war hero US presidents; British invasion of Tibet 1904; battle of Hattin, 1187ad.											
<b>Fall of Rome, 2nd #181</b>			104303		\$99.00	Mint	n	OoP		6	1
Cherry. ■ Mag & Game. Thorough revision & cleanup of this classic solitaire game of barbarian attacks on Rome & its frontiers, Essentially a redesign of the original game in S&T39 by a journeyman designer. 7 scenarios spanning Rome's glory. Strategic, area-move. 280 counters, 1yr/turn. J.Miranda'97 / ARTICLES ON: the Fall of Rome; Battle of 3 emperors, Austerlitz 1805 with OoB; errata for First Afghan War #179; the rise of the American Military.											
<b>First Afghan War, 1839-42 #179</b>			53929		\$30.00	New	n	OoP		4	
Mag & game. Game of Britain's first attempt in 1839-42 to annex Afghanistan to its empire that ended with the destruction of the entire invading British army. 2 scenarios covering the initial attack & the rebellion that doomed the army. Uses the Campaigns of Brit Empire game system. 1company/strength pt, 15mi/hex, 1mo/turn, 180 counters. J.Miranda'96 / ARTICLES ON: the First Afghan War 1839-42; battles of Nadir Shah of Persia in 18th century; the American 'bonus army' of 1932; British development of amphibious armor technology 1942-4; the struggle for Peru & the Shining Path.											
<b>First Afghan War, 1839-42 #179</b>			104335		\$29.00	Mint	n	OoP		4	
Mag & game. Cherry. ■ Mag & game. Game of Britain's first attempt in 1839-42 to annex Afghanistan to its empire that ended with the destruction of the entire invading British army. 2 scenarios covering the initial attack & the rebellion that doomed the army. Uses the Campaigns of Brit Empire game system. 1company/strength pt, 15mi/hex, 1mo/turn, 180 counters. J.Miranda'96 / ARTICLES ON: the First Afghan War 1839-42; battles of Nadir Shah of Persia in 18th century; the American 'bonus army' of 1932; British development of amphibious armor technology 1942-4; the struggle for Peru & the Shining Path.											
<b>First Air Battle Over Britain #255</b>			87832		\$20.00	New	n			6	
Mag & Game. w/ err counter for Nine Navies War (1). Game of the German zeppelin bombing offensive against S Britain late in WW1. Germans seek to inflict morale damage on SE Britain. Flight/Sqdrn level, 5mi/hex, 1mo or 20min/turn. 3 scenarios. J.Miranda'09 / Articles on First Btl of Britain; Antipater, defender of Alex the Great's throne & legacy; 2 terrible days in the Am Civil War, btl of Sand Creek & Franklin; the Colombian battalion in the Korean War.											
<b>First Arab-Israeli War, 1947-9 #185</b>			20583		\$89.00	New	n	OoP		4	
Counters reverse printed. ■ Mag & Game. Most countersheets for this game reverse printed. The war in which Israeli expanded its provisional borders at the expense of its neighboring Arab nations. Operational lvl, btn/brig lvl game of the Israeli war of independence. 7.5km/hex, btn level, 1mo/turn, 240 counters. 2 scenarios. J.Miranda'97 / ARTICLES ON: the First Arab-Israeli War, 1947-9; the Byzantine Varangian Guard of Viking Axe Men; Scottish Invasion of England, 1513; the CSS Arkansas story, 1862; British Revenge class Battleships; Anti-Tank vehicles, WW2 to the Cold War; the Maginot myth; American Armor in the War Against Iraq 1992; Airwar Wargaming Low Intensity Conflicts; Disease & Military Operations; ERRATA for Blood on the Tigris #176, 100 Years War #177, First Blood #178, First Afghan #179, Reinforce the Right #180, Fall of Rome #181.											
<b>First Blood, Battle for Guadalcanal #178</b>			14361		\$34.00	New	n	OoP		2	
Mag & Game. Sml, btn-level game of the land campaign for Guadalcanal, Spt'42-Jan'43 in weekly turns. 120 counters, 600yd/hex, 1/2mo/turn. C.Hendrix'96 / ARTICLES ON: Guadalcanal, Island of Death; the Boer War of 1899-1902; Japanees Grand Strategy, 1850-1942; German General Staff & the High Tide of Military Wargaming; The German's Largest Dive Bomber, the He-177; Nuclear Weapons in the Korean War.											
<b>First Blood, Second Marne 1918 #248</b>			90439		\$19.00	New	n			3	
Mag & Game. Tactical level combat between the American Expeditionary Force and German strosstrupen at the Second Marne, July 1918, near Chateau Thierry in the last of the German's offensives of the year. 15-45min/turn, 100yd/hex. T.Bomba'08 Mag contains ARTICLES ON: US 3rd Inf at the Marne 1918; Alex the Great in Afghanistan; Eugne in Hungary 1716. Plus all those ads.											
<b>Forgotten Axis, Fight to the Finnish#199</b>			43212		\$28.00	New	n	OoP		4	
Mag & Game. 2nd game in this btn level game of the Axis attempt to drive thru the Soviet defenses in the Kuralian peninsula. Covers 2 battles on 2 maps (Loukhi, Aug '42, & Allakurti, Aug-Spt '41). 280 counters; 2k/hex. '00											
<b>Forgotten Axis, Fight to the Finnish#199</b>			98236		\$27.00	Mint	n	OoP		4	
Cherry. ■ Mag & Game. 2nd game in this btn level game of the Axis attempt to drive thru the Soviet defenses in the Kuralian peninsula. Covers 2 battles on 2 maps (Loukhi, Aug '42, & Allakurti, Aug-Spt '41). 280 counters; 2k/hex. '00											
<b>Forgotten Axis, Murmansk 1941 #194</b>			34677		\$49.00	New	n	OoP		4	
Mag & Game. Btl level game of the Axis drive on Murmansk across the tundra from Pesamo in 1941. M.Bennighof'99 / Also includes 2nd ed revision of Sea Devils rules & counters & map, making this previously underdeveloped game playable. T.Garland'99											
<b>Forgotten Axis, Romanian Campaign #206</b>			51567		\$35.00	New	n	OoP		4	
Mag & Game. 3rd game in the Forgotten Axis btn level game series. This edition covers two campaigns focused on the Romanian cavalry corp. Jakimivka covers the Aug'41 Soviet counterattack against the Cav Corp near Rostov. Kuban Gateway covers the Aug'42 capture of the Taman Peninsula by the Cav Corp. Uses a formation activation system. 2km/hex, btn/rgt level, 240 counters. M.Bennighof'01 / ARTICLES ON: Romania on the Easter Front 1941-2; 1814, Napoleon's Fight for Survival; Failure of Air Alert Raider on 7 Dec 1941; Tank Reactive Armor; Peace Treaty between Eritrea & Ethiopia 2000; He-219 Owl; Australian Army Restrictions in WW2; Development of the Armored Car in US; Italian Special Naval Operations in WWI; The Sino-Japanese War 1894-5; US & Indian Deployments in Asia 2000.											
<b>Forgotten Napoleonic Campaigns #249</b>			84495		\$19.00	New	n	Going		4	
Mag & Game. Operation level coverage of two of the more obscure Napoleonic period battles, the Russo-Swedish War of 1808 & Nappy's Egyptian Campaign, 1798-9. Both use a single, simpler game system. 20km/hex, 1mo/turn, btn/rgt level. J.Miranda'08 / ARTICLES ON: Wars of the French First Coalition, 1792-97; Napoleon in Egypt; Sweden v Russia, 1808-9; First Roman-Persian War; The yacht America in the Am Civil War; Somalia, the unfinished war; European military orders during the Crusades.											
<b>Franco-Prussian War #149</b>			104278		\$54.00	Mint	n	OoP		4	
Cherry. ■ Mag & Game. Strategic lvl game of the 1870-1 war between France & Prussia (allied with the German states) that allowed Germany to unify as a nation. Elegant system. Limited intelligence & unit quality play a role. 5 scenarios include 2 hypothetical. Brig/div level, Weekly turns, 200 counters. J.Miranda'92 / ARTICLES ON: the Franco-Prussian War; Consolidation of the Raj, British India 1760-1818; British Reparations for Munitions Fired at Germans during WWI; Reconstituting a Polish Army during WWII; American Women in Uniform in WW2; Evolving Proportions among the Arms in French Army, 1914-18; the world's submarine fleets & aircraft inventories in 1990.											
<b>Frederick's War, Austrian Succession #262</b>			92103		\$22.50	New	n			6	4
Mag & Game. Game is a 2-4 player contest, each striving for dominance in all of central Europe between 1741-8. Uses the 1066 & Hannibal's War system. Played on an odd map where geography is bent to a system of squares. 1yr/turn, 2500-10,000men/unit, 50mi/square. 2 scenarios & campaign. J.Miranda'10 / ARTICLES ON: Frederick the Great's war of Austrian Succession, 1940-8; the rescue of Mussolini (plus Skorzeny & other Wermacht special ops; Italian TF Nibbio in Afghanistan, 2002 on; Russians at Lake Narotch 1916; the Algerian insurgency & end of French Empire; battle of Kosovo, 1389.											
<b>French &amp; Indian War #231</b>			73397		\$29.00	New	n	OoP		6	
Mag & Game. Strategic level game of the struggle for north America during the French & Indian War, 1756-63. Uses the system from Asia Crossroads, at rgt/brig level, with economic resource collection & unit building. 3 scenarios, 200 counters. J.Miranda'05 / ARTICLES ON: French & Indian War, 1754-60; Battles of the French & Indian War; Broken Hill Picnic Train 'Massacre' in Australia, 1915; South Africa's Airborne Assault, May 1978; Voyage of USS Oregon; End of Russian Dominance in Poland; Warsaw's Jewish Ghetto Fights Back, 1943; France's Global Reach; Hostage Rescue at Kolwezi, 1978.											
<b>Gauntlet, Battle of Chongchon 1950 #190</b>			32406		\$52.00	New	n	OoP		4	
Mag & Game. Operational, rgt/brig lvl gm of the initial Chinese assault on UN forces in the eastern half of N.Korea during a 2 week period of late 1950. Includes a variation in which Chinese player can elect to increase or decrease historical force levels. Includes one of S&T's rare graphically pleasing maps. 280 counters, rgt level, 1day/turn, 4km/hex. J.Miranda'98 / ARTICLES ON: Battle of Chongchon, Korea, Nov-Dec 1950; Fontenoy, Marshal Saxe's Greatest Battle; Washington Building the US Army; the Royal Air Force Goes to War, August 1914; Russian RONA Brigade in the German Army of WW2; Turretless Swedish S Tank of the 1980s; Soviet Tiger Tank Hunters SU-152; Arms, Armor & the Roman Economy; the Final Campaign of WW2, Manchuria 1945; Origins of the Cold War Tank Race; Profile of Frederick the Great; ERRATA for First-Arab Israeli #185, Army Group South #188.											
<b>Germania, Rome Beyond the Rhine #175</b>			54746		\$52.00	New	n	OoP		6	



Game Title (& Edition or Issue #)		Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of			
Specific Condition, Subject, Designer, Year		Only?	Part#	Publisher Name	Price EA	Surcharge	Conditn	Type	Print?	Incl?	Scale	Plyrs
Mag & Game. Strat/op level game of Roman campaigns in N.Central Europe, 50BC-150AD, NE of the Rhine & Danube Rivers. 4th in the Trajan/Ancient Wars game series. 280 counters, 8turns/year. Mates with the other games in this series. J.Miranda'95 / ARTICLES ON: Roman campaigns Beyond the Rhne, 1st Century AD; Op Iron Hammer, German Plans for a Bombing Campaign against the USSR; the Moguls; Fight Light, French Light Infantry in 1806; Op Pegasus, Classi US Airmobile Operation in Vietnam, 1968; the Belgian Legion; Capture of Carlos the Jackel in Sudan.												
<b>Goeben, 1914 #287</b>			<b>104917</b>		<b>\$39.00</b>		<b>New</b>	<b>n</b>			<b>OoP</b>	<b>4 1</b>
Mag & game. Solitaire game (w/ 2-player rules) focuses on the possibilities in the Mediterranean at the outbreak of World War I from the German point of view. The German battlecruiser Goeben could have focused on a number of different objectives, from raiding the key French transports bringing colonial troops to mainland France, to commerce raiding, to its historical end of appeasing the still-neutral Turks. Player takes the role of the German command and must manage the Goeben & escorting cruiser in some detail, while the Allied side handles more abstractly. 1day/turn, 100mi/sea space, point-point movement. 176 counters. J.Miranda'14 / ARTICLES ON: Goeben, August 1914 in the Mediterranean; Sierra Leone's civil war, 1991-2002; battle of Sluys, Longbows v Cannon; John Sobieski & the Relief of Vienna 1683 against a Turkish siege; Alfred of Wessex and the first successful repulsion of the Vikings, 892AD; Indian Warfare in Colonial Brazil; German units in Norway; IEDs in Iraq.												
<b>Great Medieval Battles #197</b>			<b>38210</b>		<b>\$35.00</b>		<b>New</b>	<b>n</b>			<b>OoP</b>	<b>3</b>
Mag & Game. Colorized & repackaged version of 2 of the 4 games from SPI's quad game by this name. ROBERT AT BANNOCKBURN, 1314, covers the decisive Scottish victory over the English. 70yd/hex, 15min/turn, 500-800men/unit. A.Buccini'99 / TAMBURLAINE covers the battle of Angorra, 1402, in which Tamburlaine's Tartars meet the Ottoman Turks. 50yd/hex, 20min/turn, 500-750men/counter. D.Werden'99 / ARTICLES ON: Great Medieval Battles, 1001-1500AD; Future Conflict in Asia; OoB for the Korsun Pocket, 1944; ERRATA for Crimean War #193; the Indo-Pakistani Nuclear Arms Race; Columbia's Quiet War; Unknown Stories of the Mexican Revolution, the Yankee Kingmakers.												
<b>Group of Soviet Forces Germany #220</b>			<b>68792</b>		<b>\$33.00</b>		<b>New</b>	<b>n</b>			<b>OoP</b>	<b>4</b>
Mag & Game. Division level game of the what-if had the USSR attacked in central Europe in the late 70s. This was a time when NATO forces & organization were in relative disarray. Something of an update of the old SPI Nato game with revised map & OoB. Assumes the Soviets would not use tactical nukes freely, and that the Soviets make a hasty attack. 10mi/hex, 2days/turn. 280 counters. T.Bomba, J.Miranda'04 / ARTICLES ON: NATO v the Warsaw Pact in the late 1970s w/ OoB; Behind the Scenes in the Last 7 Day of France 1940; First Fighting Steamships; Pirates 1690-1720; German Obsession with Miracle Weapons; Rome's Navy in its War of Empire; Warplan Orange & the Evolution of US Naval Strategy 1907-41; Allied Plan 1919.												
<b>Hannibal, 2nd Punic War #141</b>			<b>97473</b>		<b>\$24.00</b>		<b>Mint</b>	<b>n</b>			<b>OoP</b>	<b>6</b>
Mag & Game. Area-move gm of 2nd Punic War showing different advantages & styles of each sides at strategic lvl. Rome has a great population to draw on, Carthage has the initiative & leaders at first. Map covers the western Mediterranean. Units progress from raw recruits to veterans. 200 counters, 1yr/turn. J.Sutcliffe'91 / ARTICLES ON: the Second Punic War; Roman Republic's Art of War; Desert Storm/Desert Sheild OoB update; Analysis of 3 Armored Assaults on Fortified Lines: El Alamein 1942, Kursk 1943, Golan Heights 1973; Louisiana Brigades in the Army of N Virginia; British Steamers in the 1st Opium War in China; Airmobile Assault, 1940; Wargames in the US Marines; a Neo-Con's analysis of the failure of Iraqi propoganda (i.e. self-deceiving).												
<b>Hannibal, 2nd Punic War #141</b>			<b>13673</b>		<b>\$25.00</b>		<b>New</b>	<b>n</b>			<b>OoP</b>	<b>6</b>
Mag & Game. Area-move gm of 2nd Punic War showing different advantages & styles of each sides at strategic lvl. Rome has a great population to draw on, Carthage has the initiative & leaders at first. Map covers the western Mediterranean. Units progress from raw recruits to veterans. 200 counters, 1yr/turn. J.Sutcliffe'91 / ARTICLES ON: the Second Punic War; Roman Republic's Art of War; Desert Storm/Desert Sheild OoB update; Analysis of 3 Armored Assaults on Fortified Lines: El Alamein 1942, Kursk 1943, Golan Heights 1973; Louisiana Brigades in the Army of N Virginia; British Steamers in the 1st Opium War in China; Airmobile Assault, 1940; Wargames in the US Marines; a Neo-Con's analysis of the failure of Iraqi propoganda (i.e. self-deceiving).												
<b>Hannibal's War #254</b>			<b>88446</b>		<b>\$20.00</b>		<b>New</b>	<b>n</b>				<b>6 4</b>
Mag & Game. 2, 3 or 4 player game covering the struggle for control of the Mediterranean in the 3rd century BC among Rome, Carthage, Macedon & the Gauls. Uses 1066 game system. 1yr/turn, 100mi/square, strategic level. 176 5/8" counters. J.Miranda'08 / ARTICLES ON: the Second Punic War; Cybernetic warfare in the 21st century; the British campaign in the Rio de la Plata (now Argentina), 1806-7; border tank battles in Ukraine, June 1941.												
<b>Hindenburg's War #288</b>			<b>105607</b>		<b>\$37.50</b>		<b>New</b>	<b>n</b>				<b>4</b>
Mag & game, special edition. Strategic level, 2 player game of fighting on the Western Front during the final year of World War I, beginning with the initial German offensive in March & ending with the armistice in November. 15km/hex, 15days/turn, brig/div level. 456 counters, 2 maps. T.Bomba'14 / ARTICLES ON: The Last Year of World War I in the West, 1918; the Schlieffen Plan, Blueprint for Victory or Myth?; East Timor, 480 Yrs to Freedom; War of the Cities, the Thirteen Years War, 1454; the Battle of Avai, 1868; Cannae, Unanswered Questions; Spanish Galleons; US Navy's Automatic Big Guns; High Altitude Planes during the Cold War.												
<b>Holy Roman Empire #247</b>			<b>84491</b>		<b>\$26.00</b>		<b>New</b>	<b>n</b>			<b>OoP</b>	<b>8 4</b>
Mag & Game. Roman Empire under the Hapsburgs take on the new nation-states of Europe in the Wars of Reformation, 1524-38; France, the Ottoman Empire and the Protestant areas of central Europe. Focuses on leadership, as well as diplomacy among the players, and includes economics. Map is a stylized grid covering Europe from Paris to Rome to Warsaw. For 2-4 players. 1yr/turn; 50mi/sq. J.Miranda'07. Mag contains ARTICLES ON: the Italian Wars 1494-1520 & seven key battles of this period; Art of War in Europe of the 1500s; Fall of France 1940; Battle of Fallujah, Iraq, 2004.												
<b>Holy War, Afghanistan #147</b>			<b>53916</b>		<b>\$22.00</b>		<b>New</b>	<b>n</b>			<b>OoP</b>	<b>4</b>
Mag & Game. Strat & operational level game of the US-backed but widely misunderstood insurgency & civil war in Afghanistan between 1978-2001. Designer understood the conflict as an anti-communist insurgency; themes of a civil war within the government are ignored. Heavy element of political confice as well as Soviet & Western intervention. 7 scenarios (3 hypothetical). 200 counters, Brig/div scale, 30km/hex, 3mo/turn, J.Miranda'91.												
<b>Holy War, Afghanistan #147</b>			<b>104280</b>		<b>\$21.00</b>		<b>Mint</b>	<b>n</b>			<b>OoP</b>	<b>4</b>
Cherry. ■ Mag & Game. Strat & operational level game of the US-backed but widely misunderstood insurgency & civil war in Afghanistan between 1978-2001. Designer understood the conflict as an anti-communist insurgency; themes of a civil war within the government are ignored. Heavy element of political confice as well as Soviet & Western intervention. 7 scenarios (3 hypothetical). 200 counters, Brig/div scale, 30km/hex, 3mo/turn, J.Miranda'91.												
<b>Hundred Years War, 1337-1453 #177</b>			<b>97666</b>		<b>\$99.00</b>		<b>Mint</b>	<b>n</b>			<b>OoP</b>	<b>6</b>
Cherry. ■ Mag & game. Strategic level, 2-player game of the lengthy war fought between England & France between 1337-1453 using a modified 30 Yrs War system. Yearly turns & area move, 1-2k men per strength pt. 2 scenarios (Crecy 1337-47 & Agincourt 1415-28) plus campaign. Includes yet another in a string of lackluster mapboards. J.Miranda'96 / ARTICLES ON: the Hundred Years War; Custer's Campaign, ops on the Little Bighorn & Yellowstone Rivers; Valmy, the battle that saved the French Revolution, 1792; Future trends for the US Military into the 21st century; PT boats in the Pacific; errata for Thirty Years War #173. '95												
<b>In Country, the Vietnam War #281</b>			<b>107126</b>		<b>\$39.00</b>		<b>New</b>	<b>n</b>				<b>4</b>
Mag & game. Dbl-sized game covers several key periods of America's war with Vietnam between 1965-75, with scenarios for '65, '68, '70. Focuses on conventional war, but the unconventional side is included & crucial as well. 2 maps covers southern Vietnam as well as portions of northern Vietnam. Laos & Cambodia. 3 scenarios ('65, '68 & '70) plus campaign beginning in 1964. 3 levels of rules complexity; 560 counters, rgt/div level, 30km/hex, 6day/turn. Victory scored via separate political & military points J.Miranda'13 / ARTICLES ON: A Reinterpretation of US Military Operations in Vietnam; In Country Design Notes; Could the South Have Won at Gettysburg?; Battle of Iwo Jima; Actium, End of the Roman Republic; Kudzuz 2001, evacuation from Afghanistan to Pakistan; 1918 Canadian Motor Machine Gun Brigade; German Sturmgewehr 44 Assault Rifle.												
<b>Indo-Pakistani Wars #174</b>			<b>99043</b>		<b>\$85.00</b>		<b>Mint</b>	<b>n</b>			<b>OoP</b>	<b>4</b>
Cherry. ■ Mag & game. Brig/div level game of 2 historical wars between India & Pakistan ('65 & '71) plus a hypothetical war in the 1990s. Players must attend to 3 widely separated fronts (including Kashmir, eastern Pakistan & the main border along western India). Includes insurgent movements in Kashmir, & possible US & USSR intervention. 30km/hex, rgt/div level, 2days/turn. J.Miranda'95 / ARTICLES ON: Indo-Pakistani Wars, w/ region national army OoBs; Russia in the '90s; Giulio Douhet, post-WWI Italian proponent of strategic air war; Battles of the American Revolution, pt 2; Prussian army at Auerstadt. '95												
<b>Italian Campaign, Anzio #155</b>			<b>45000</b>		<b>\$28.00</b>		<b>New</b>	<b>n</b>			<b>OoP</b>	<b>4</b>
Mag & game. Best of the 3 game series, includes rules for the camp game & retrofits for 2 prior gms. Covers the battle for Rome & W central Italy where bulk of the fighting in Italy occurred. Later Med War Addendum #160 contains valuable errata. Includes errata counters for earlier Sicily, and requires counters from Salerno to play. Div level, 1day/turn, 200 counters, excell map akin to Anzio. J.Schettler'92 / ARTICLES ON: Anzio Campaign; Elihu Root & the Colonial Policy of the US; the Malayan Emergency 1948-50; Military Participation Ratio in America's Wars; Resources of the Rival Alliances in WWI; Mule Air Transport in WW2; Kosciusko & the Southern Campaign 1780-82.												
<b>Italian Campaign, Med War Addendum #160</b>			<b>16930</b>		<b>\$27.50</b>		<b>New</b>	<b>n</b>			<b>OoP</b>	<b>4</b>
Mag & Game (kit). Final installment of the Italian Campaign series, including Sardinia & Corsica maps as well as a map of & add-on rules for the naval campaign around Italy. This is an addendum kit, not a complete game, but it provides essential errata for the prior 3-games of the series plus rules for the naval war, and ties the 3 games together into a campaign. 240 counters. J.Schettler'93 / ARTICLES ON: MedWar, Naval Operations in the Italian Campaign; Ayatollah Khomeini, Man Behind the Revolution in Iran; extensive errata for the earlier Italian Campaign series games (Salerno, Sicily & Anzio) with OoB addendums; Creation of a US Marine Force, 1933; Development of Infiltration Tactics.												
<b>Italian Campaign, Sicily #146</b>			<b>91077</b>		<b>\$24.00</b>		<b>Mint</b>	<b>n</b>			<b>OoP</b>	<b>4</b>
Mag & Game. 1st game in a 3-game + Addendum series of moderately complex games covering all of Italian theater. This first game covers the invasion of Sicily & toe of Italy. Later games include revised rules that smooth the rough edges of this game with extensive errata. Uses the West War game system uses in Winter Storm, Last Victory & Edelweiss. 200 counters, nice map, 5mi/hex, btlm/rgt scale, 1-2days/turn. Schettler'91 / ARTICLES ON: the Invasion of Sicily 1943; Pugache's Rebellion, Russia 1773-4; Am Civil War Navies, a summary; Increase in the firepower of a Russian Division, 1914-68; German Naval Mines in WWI; Science of War in the Early Roman Empire, 27BC-235AD; ERRATA for Red Beach One, Tarawa #142, Rio Grande #143.												
<b>Julian, Triumph Before the Storm #266</b>			<b>96290</b>		<b>\$24.00</b>		<b>New</b>	<b>n</b>				<b>6</b>
Mag & Game. Strategic level, hex-based game of the Roman Empire defending its boundaries thruout Europe, the Middle East & N.Africa against a unified Barbarian opposition in the 4th century AD. Game system based on They Died With Boots on system. 100mi/hex, 10-30k men/unit, 1yr/turn. J.Miranda'10 / ARTICLES ON Emperor Julian; Lessons from btl of Camden 1780; B-58 bomber; Operation Redwing; Sole Female Admiral; Last Wooden Frigates; Reagan's 'War on Terror'; Bpgs of feedback forms. '10												
<b>Kaiser's War, 1918-19 #261</b>			<b>93671</b>		<b>\$22.50</b>		<b>New</b>	<b>n</b>				<b>6</b>

Game Title (& Edition or Issue #)		Game	Cash-Basis	Ship Surchage	General	Box	Out-of	Errata	Game #-of		
Specific Condition, Subject, Designer, Year		Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale	Plyrs
Mag & Game. Strategic level game of the situation in 1918 thruout Europe & the Near East as the Central Powers look for some way to decisively pursue the war on the Western & Italian Fronts. 62mi/hex, 2mo turn, corp/army level. J.Miranda'10 / ARTICLES ON: German Strategy in 1918; POWs in the Korean War; the B-36; China & US carrier strategy; Harald Hardrada, Viking's Greatest King; Btl of Albermarle Sound, North Carolina, Spt 1863.											
<b>Khan, Rise of the Mongol Empire #229</b>			<b>72765</b>		<b>\$24.00</b>	<b>New</b>	<b>n</b>		<b>OoP</b>		<b>6</b>
Mag & Game. Strategic level, 2-player game of the rapid rise of the Mongolian Empire, 1206-1295 from Japan to France and Egypt. Uses the game system of Charlemagne, Xenophon & Belisarius. Army level, 3 scenarios, 280 counters, 5yrs/turn. J.Miranda'05 / ARTICLES ON: Rise of the Mongol Empire in the 13th Century; Russian Navy in WWI w/ OoB; Lack of Moral Fibre in the RAF Bomber Command in WW2; Confederate Indian Units; Rise & Fall of Alexius Duca 1204; Australian conquest of German land in WWI; WWII Electronic Warfare; Battle of the Lech, April 1632.											
<b>Koniggratz, Austria v Prussia 1866 #275</b>			<b>100041</b>		<b>\$22.50</b>	<b>New</b>	<b>n</b>				<b>3</b>
Mag & game. Game of a key battle between Prussian & Austrian forces near Koniggratz, 1866, that Bismarck used to enhance Prussian & German ascendency. Uses the Musket & Saber system from DG's folios. Superior Prussian flexibility defeats entrenched, Napoleonic-style Austrians. 0.2mi/hex, 90min/turn, brig level, 280 counters. C.Perello'12 / ARTICLES ON: Austria v Prussia, 1866; the first Jihad, Yarmuk to Tours, 636-732AD; Jozef Pilsudski, Political Portrait; the Hukbalahap Rebellion in the Philippines, 1946-54; Crossbows in 18th Century Appalachian Warfare; End of British Empire in the Middle East.											
<b>Lepanto, Battle of... #272</b>			<b>96146</b>		<b>\$22.50</b>	<b>New</b>	<b>n</b>				<b>4</b>
Mag & Game. Game covers a key naval battle off the coast of Greece in 1571 in which a coalition of Christian powers commanded by Don Juan of Austria use cannons to destroy the Ottoman navy. A total of 450+ ships participated among 3 distinct classes. 280 counters representing galleys, galliots & galleasses. 10min/turn, 1.60k scale. R.Cowling'11 / ARTICLES ON: Btl of Lepanto, 1571; the Polish in WWI; the Mau Mau Uprising in Kenya, 1952-60; the Byzantine Navy, 324-1453AD; invention of the motorized torpedo; the fight for Kolwezi, Congo, 1978; the exact time of the end of the Am Civil War; experiments in firepower in the WWI era.											
<b>Lest Darkness Fall, Rome in Crisis #234</b>			<b>93107</b>		<b>\$18.00</b>	<b>New</b>	<b>n</b>		<b>OoP</b>		<b>6</b>
Mag & Game. Simpler, strategic level game of the crisis in the 3rd Century AD for the Roman Empire as various enemies gain strength: the Germanic tribes, Parthia, Palmyra, and rebellious Roman clients. One player defends the Roman borders, the other tries to invade in order to loot or occupy the Roman interior. Play is largely driven by chit draws. 100mi/hex, 10yrs/turn, legion level, 176 counters. T.Bomba, J.Miranda'06 / ARTICLES ON: Lest Darkness Fall, Rome in Crisis, 235-285AD; Eugene of Savoy, Warlord of Enlightenment; Battle of the Azores, 1582; Switzerland in WWII; Air War 1943-4, Luftwaffe v the RAF; Balance of Forces on the Eastern Front, WWII.											
<b>Lost Battalion #217</b>			<b>68785</b>		<b>\$20.00</b>	<b>New</b>	<b>n</b>		<b>OoP</b>		<b>4 2</b>
Mag & Game. Solitaire or 2 player, rgt level game of the largest US offensive during WW-I as the US drives thru the Argonne forest and tries to cross the Meuse. 420 counters, rgt lvl, 3days/turn, 1mi/hex. Solitaire version is a fully developed system that plays the Germans. 3days/turn. J.Desch'03 / ARTICLES ON: American Army in WWI; Axis Navies on Lake Ladoga in WW2; Irish Brigade of the Spanish Army 1709-1818; Roots of Warfare in western Europe; Far Eastern Nations' OoBs; Linebacker, the American Air War in Vietnam 1972; Am Revolutionary War in New York & New Jersey 1776.											
<b>Manila '45, Stalingrad of Pacific #246</b>			<b>82016</b>		<b>\$18.25</b>	<b>New</b>	<b>n</b>				<b>4</b>
Mag & Game. w/30 variant counters for Dagger Thrust. Simpler, grand tactical level game of the Japanese last stand in the Philippine capital in spring of 1945. The US must eliminate all Japanes defenders in 10 turns to win. Japanese has wide quality/size of units but the advantage of hidden status 3days/turn, 0.5km/hex, co/btn level, with 22 different unit types. Articles on the Philippines 1945; Memnon Challenges Alex the Great at sea, 33BC; Nigerian Civil War 1967-70; Final battle of the Gettysburg Campaign. J.Miranda'07											
<b>Marathon &amp; Granicus #214</b>			<b>62928</b>		<b>\$30.00</b>	<b>New</b>	<b>n</b>		<b>OoP</b>		<b>3</b>
Mag & Game. Includes err counters for Op Elope (20). Also includes scenarios, experimental rules & errata for Boer War. Simpler, 2-battle game using the Btts Ancient World system covering the first battle of the Greek-Persian War (499BC, Marathon) and Alexander's entry into Asia at Granicus, 334BC. 1 map, 140 counters. 1-200m/hex, 30-90min/turn. L.Baggett & W.Grace'03											
<b>Marlborough, War Spanish Succession #238</b>			<b>79302</b>		<b>\$20.00</b>	<b>New</b>	<b>n</b>		<b>OoP</b>		<b>6</b>
Mag & Game. Moderate complexity, strategic level game of the War of Spanish Succession and a continental struggle for dominance. France, Bavaria & other principalities face off against England, Austria and Prussia. 1yr/turn, 10-20k troops/army, 280 counters, 3 scenarios & campaign game. J.Miranda'06 / ARTICLES ON: Marlborough's Art of War; the Famous Victory, Blenheim, 1704; the Skull of Sultan Mkwawa after WWI; the Royal Navy's Efforts in the Pacific War; the Turkish Gettysburg, battle of the Sakarya River; the Chimurenga War, Rhodesian Insurgency 1966-80; Civil War Submarine Operations.											
<b>Marlborough's Btts, Ramillies etc #256</b>			<b>94515</b>		<b>\$19.00</b>	<b>New</b>	<b>n</b>				<b>3</b>
Mag & Game. Moderate complexity, tactical level game of 2 of the Duke of Marlborough's key battles, Ramillies & Malplaquet, during the War of Spanish Succession. These battles marked the emergence of infantry as a shock weapon via the bayonet. 225yd/hex, 1-3k men/unit. R.Berg'09 / ARTICLES ON: Marlborough's victories in the War of Spanish Succession, 1704-8; the Battle of Britain, 1940; Operation Anaconda & the hunt for Osama bin Ladin; book reviews, & lots of ads.											
<b>Middle East Battles, '56 &amp; '67 #226</b>			<b>70295</b>		<b>\$20.00</b>	<b>New</b>	<b>n</b>		<b>OoP</b>		<b>4</b>
Mag & Game. Includes variant counters for Dixie #54 (10) and East is Red (30). Coverage of the battles of Suez in 1956 Arab-Israeli War & El Arish in the 1967 war. Btl level, 200 counters, 1 map. 6-8hrs/turn, 1mi/hex. J.Miranda'05 / ARTICLES ON: Clash of Armor in the Sinai, 1956 & 1967; Insurgency in Nepal; Prusso-German Army, 1815-1914; Naval Revolution, Sail to Steam; Maginot Line Myths; Cromwell's New Model Army & the English Civil War, 1642-51; German Naval Warfare in WWII; Variant for Dixie #43.											
<b>Molotov's War #172</b>			<b>53926</b>		<b>\$35.00</b>	<b>New</b>	<b>n</b>		<b>OoP</b>		<b>4</b>
Mag & Game. Rgt-div level game of the Russo-Finnish War of 1939-40 in Finland south of Lake Ladoga. 160 counters, 8mi/hex, rgt/div level, 10days/turn. Also includes Advanced Successors variant rules for Successors #161 w/ 40 counters. J.Desch'95 / ARTICLES ON: the Winter War 1939-40; the Dong Xuan Campaign in Vietnam 1965; the German Atomic Weapon Effort in WWI; Napoleon's 1815 Defense of France; Beginnings of the Han Dynasty in China; Swiss Pikemen; Spad A2 design of WWI; German Yugoslave Units of late in WW2; Spanish Blue Div. in WW2; Arab Corp in Desert Storm; Carrier Pigeons in Vietnam; Marching to the Sounds of Guns; George Orwell & Modern Warfare.											
<b>No Prisoners! Lawrence of Arabia #237</b>			<b>89492</b>		<b>\$19.00</b>	<b>New</b>	<b>n</b>				<b>6</b>
Mag & Game. w/errata counters for Dagger Thrusts (5 + 20 Am Stars/Bridge Broken markers), Old Contentables (2), Twilight's Last Gleaming 2 (2), Nine Navies War (1) Strategic level game of Lawrence of Arabia's (and the Brit's) campaign in Palestine, from Egypt to Damascus & Medina, 1915-18. Two campaigns occurred during this time, an Ottoman thrust to Egypt and the British offensive that conquered Palestine. Includes an optional system where each player controls opposite side on western & eastern fronts (ala Btl for Germany). J.Miranda'06 / ARTICLES ON: the Desert War in WWI, Allenby & Amageddon; Hoover, Dragoneers & the Boxer Rebellion; Union Indian Regiment in the Civil War; Lawrence of Arabia & the Arab Revolt.											
<b>Objective, Tunis #140</b>			<b>45087</b>		<b>\$15.00</b>	<b>New</b>	<b>n</b>		<b>OoP</b>		<b>3</b>
Mag & Game. Game of the initial & confused brawl for control of Tunisia immediately after the Allied Torch landings to the distant west, Nov 42. The Vichy French posture is a key variable; can be a wild game. Uses Battles of N Afrika system. 3 scenarios. co/btn lvl, 2mi/hex, 200 counters. V.Van Borries'91 / ARTICLES ON: the Battle for Tunisia 1942; 20th Centur Mercenarios, 1899-1914; Biochemical warfare in ancient times; Railroad movement of troops during the American Civil War; Battle of Lissa, 1866.											
<b>Objective, Tunis #140</b>			<b>91074</b>		<b>\$13.00</b>	<b>Mint</b>	<b>n</b>		<b>OoP</b>		<b>3</b>
Mag & Game. Game of the initial & confused brawl for control of Tunisia immediately after the Allied Torch landings to the distant west, Nov 42. The Vichy French posture is a key variable; can be a wild game. Uses Battles of N Afrika system. 3 scenarios. co/btn lvl, 2mi/hex, 200 counters. V.Van Borries'91 / ARTICLES ON: the Battle for Tunisia 1942; 20th Centur Mercenarios, 1899-1914; Biochemical warfare in ancient times; Railroad movement of troops during the American Civil War; Battle of Lissa, 1866.											
<b>Old Contemptibles, Battle of Mons #228</b>			<b>72428</b>		<b>\$20.00</b>	<b>New</b>	<b>n</b>		<b>OoP</b>		<b>4</b>
Mag & Game. w/ variant counters for Back to Iraq 3 (33) & markers for Ottomans (20). Coverage of the small but expert British Expeditionary Force in northern France, at the first meeting between the Germans & Brits at Mons, 1914. 1mi/hex, 2hr/turn, btl/rgt level. Has the look & feel of a Command/XTR game. R.Bell'05 / ARTICLES ON: The British Expeditionary Force in WWI, & its Evolution; the Conflict in Angola; New info on PQ-17; German upward firing cannons on Night Fighters; Coup d'etat Attempt in Republic of Texas 1836; Asustralia in Somalia 1992-94; Iranian OoB 2004; Battle of Eylau 1807, w/ OoB.											
<b>On to Moscow, Swedn v Russia 1700-21#171</b>			<b>16925</b>		<b>\$36.00</b>	<b>New</b>	<b>n</b>		<b>OoP</b>		<b>6</b>
Mag & Game. w/ 20 variant/errata counters for: Clontarf (3); Op Shock Troop (5); Trajan (1); Caesar in Gallia (1); Russo-Turkish War (1); Austro-Prussian War (1); Seven Years War (8). Strategic level game of Sweden's Charles XII invasion of Russia, 1708-9, using the Seven Years War/Age of Reason game system. The invasion ended in a Swedish disaster at Poltava. Control determined by possession of fortress-cities spread around Russia. 240 counters, seasonal turns, 50km/hex, relatively complex. J.Miranda'94 / ARTICLES ON: Swedn v Russia in the Great Northern War, 1700-21; Machiavelli, Founder of Modern Military Thought; Variant/errata rules for Seven Years War; errata for Wars of the Imperial Age, Austro-Prussian War, Russo-Turkish War, Op Shock Troop; Somalia, Roots of Today's Conflict; the White Rose Student Resistance in Nazi Germany; Tracked v Wheeled Armored Vehicles; Austro-Hungarian & Italian Navies in WWI; and many, many ads.											
<b>Operation Anaconda, Afghanistn 2002 #276</b>			<b>101594</b>		<b>\$22.50</b>	<b>New</b>	<b>n</b>				<b>3</b>
Mag & game. Grand tactical game of a key battle between US-led forces & those of the Taliban & Al Qaeda in the Shahi-Kot Valley & mountains of eastern Afghanistan, mid-March 2002. Allied forces attempt to surround & destroy Taliban forces and capture bases & Bin Laden, but poor command control stopped that. Uses the They Died With Boots On game system, with each sub command operating independently based on chit pull. Platoon level, 248 counters. Curiously, the one side is consistently called Al Qaeda tho most fighters where Afghani Taliban, and the two are not the same thing. J.Miranda'12 / ARTICLES ON: Operation Anaconda, battle in Afghanistan 2002 & designer's notes; analysis of the US M4 Sherman Tank; massacre at Teutoburg 9AD; settlement dark & bloody, a history of the Cherokee Wars 1654-1865; Model 1895 Mannlicher Rifle; lifting the blockade at the end of the American Civil War; origin of the modern combat helmet; trooper Billy Sing, Gallipoli sniper.											
<b>Operation Elope #211</b>			<b>72068</b>		<b>\$24.00</b>	<b>New</b>	<b>n</b>		<b>OoP</b>		<b>4</b>
Mag & Game. Operation level game of the Allied intervention in the Russian Civil War, 1918-1919, in the northern Urals near Archangel. Ostensibly to prevent massive supplies from being captured, the intervention grew to attempting to defeat the Bolsheviks. 260 counters, 6mi/hex, 1mo/turn, co/pltn/rgt level. P.Moore'02 / ARTICLES ON: Allied Intervention in the Russian Civil War, 1917-20; Rise of the Soviet Army; the B-2 Bomber; the Indo-Pakistan power balance; the first Jacobite Wars in Britain, 1670-1701; Military History of Colonial Brazil. '01											
<b>Operation Elope #211</b>			<b>60247</b>		<b>\$25.00</b>	<b>New</b>	<b>n</b>		<b>OoP</b>		<b>4</b>

Email us anytime at M.Dean@FineGames.com, phone 541-756-4711 between 10am-9pm PST, FAX (702) 926-5205, or write 2078 Madrona St., North Bend OR 97459-2143 USA.

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Conditn	Type	Print?	Incl?	Scale	Plyrs
See page 1 for an explanation of the various codes & column data used in this catalog.											
Mag & Game. Operation level game of the Allied intervention in the Russian Civil War, 1918-1919, in the northern Urals near Archangel. Ostensibly to prevent massive supplies from being captured, the intervention grew to attempting to defeat the Bolsheviks. 260 counters, 6mi/hex, 1mo/turn, co/pltn/rgt level. P.Moore'02 / ARTICLES ON: Allied Intervention in the Russian Civil War, 1917-20; Rise of the Soviet Army; the B-2 Bomber; the Indo-Pakistani power balance; the first Jacobite Wars in Britain, 1670-1701; Military History of Colonial Brazil. '01											
<b>Operation Felix/Zama #153</b>		<b>28349</b>		<b>\$19.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>			<b>2</b>
Mag & 2Games. Includes 2 separate games: Operation Felix is the hypothetical German assault on Gibraltar, 1940, after the fall of France & with Spain's acquiescence. 250m/hex, company level, 2hrs/turn. C.Cummings'92. ZAMA covers Carthage's final battle with Rome during the 2nd Punic War using the simple, tactical lv Ancient Btts game system. 100-200m/hex, 100-500men/strength pt, 1-2hrs/turn. L.Baggett, W.Grace'92. 100 counters for each game. / ARTICLES ON: Zama, the final, decisive battle of the Second Punic War, 202BC; Hypothetical German Assault on Gibraltar; B-17 Production in WW2; Financing the War in Texas, 1835-66; Military Organization in 1914; US Enemy Alien Act in WW2; ERRATA for Four Battles of the Ancient World & Friedland #151, Vittoria #151, Italian Campaign Salerno #150, Croppedy Bridge #148, British Regimental System since 1660; HC Bywater & the Great Pacific War; Intelligence Operations During the Napoleonic Wars.											
<b>Operation Jubilee, Dieppe 1942 #265</b>		<b>93835</b>		<b>\$60.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>			<b>3</b>
Mag & Game. Grand tactical, solitaire game of the disastrous Canadian raid on Dieppe in 1942. Players control Canadian & British invaders against system-controlled, staunch defenses. J.Butterfield'10 / ARTICLES ON: Dieppe 1942; Operation Linebacker air campaign over northern Vietnam; Roman conquest of Britain; 1985 Badaber Uprising of captured Soviets held by Majahaiden; the Carronade as a weapon; Battle of Ball's Bluff, 1861.											
<b>Operation Shock Troops, Drv Damascus#168</b>		<b>20612</b>		<b>\$39.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Mag & Game. Bttn-level game of the decisive Israeli counterattack on the Golan Heights, Oct 1973, that flanked Syrian forces & brought the Israeli's within selling distance of Damascus, thus ending the Yom Kippur War. 240 counters, 1.5mi/hex, 1-2days/turn, co/bttn level. P.Moore'94 / ARTICLES ON: Operation Shock Troop, the Drive on Damascus, Oct. 1973; Israeli Defense Doctrine & Tactics; Miita Pass, Sinai 1956; Intelligence & the Battle of Coral Sea, 1942; American Propaganda during the Revolutionary War; ERRATA for Savage Station & Olustee #166, Caesar in Gallia #165, Balkan Wars #164, Mogadishu Ambush, 1993; Japanese Heavy Armor Tanks in WWI; US Army's Oldest Regiment; the Messerschmitt ME-109; Operation Micki Maus; China's View of its Current Chief Enemy; the Rocket Propelled Grenade; Coming Revolt in Kosovo; Planning an Air War in Bosnia; Intelligence Ops in the American Civil War; ERRATA for Caesar in Gallia #165, Balkan Wars #164, Successors #161, Red Sun Red Star #158.											
<b>Ottomans, Rise of the Turkish Empire#222</b>		<b>70298</b>		<b>\$27.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>			<b>6 4</b>
Mag & Game. Strategic level, 2-4 player game of the rise of the Turkish empire, 1453-1571, thruout the eastern Mediterranean and Black Sea areas. Game emphasizes chaotic & changing nature of alliances of the period. Game has a bit of everything (including classic DG proofing errors): diplomacy w/ alliances & backstabbing; land & naval movement; colonization; pillaging; mercenaries. 2 scenarios & campaign game. J.Miranda'04 / ARTICLES ON: Ottomans v Hapsburg in Europe; Intelligence Operations Prior to WWI; Australia & the Solomons; German Assassination Plans for the Big 3 Leaders in Tehran; Frigates; German Radars of WWII; Misunderstandings of Ancient Naval Warfare; Warplan Dropshot & US Planning for WWII; Organization of the US Air Force in the 1950s.											
<b>Over the Top: Lemberg &amp; Verdun #198</b>		<b>41585</b>		<b>\$59.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Mag & Game. Pair of brigade lv games of two key WW1 battles. 2nd ed rules to the series. Covers the attritional battle at Verdun, 1916, and the Brusilov offensive against the Austro-Hungarians near Lemburg, Spt 1914. 280 counters, 1 map, daily turns. J.Miranda'00											
<b>Over the Top: Mons &amp; the Marne 1914 #186</b>		<b>22772</b>		<b>\$55.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Mag & Game. Pair of brigade lv games of the opening campaign in the west, WWI. 2 scenarios: Mons, Aug. 1914, and the Marne, Spt 1914. Brig level, 12hrs/turn, 280 counters. J.Miranda'97 / ARTICLES ON: Battles of Mons & the Marne, 1914; the Eastern Operation, the Japanese Plan to Conquer Hawaii; Cooperation between Germany & the USSR 1920-33; the German Scharnhorst & Gneisenau; Italian Tanks of WWII; Byzantium #183 & First Arab-Israeli #185 Errata; 1848, Europe in Revolution; Evolution of the British Inf Battalion during the World Wars.											
<b>Over the Top: Mons &amp; the Marne 1914 #186</b>		<b>104296</b>		<b>\$50.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Mame TRC creased (folded) 6 times; otherwise cherry. ■ Mag & Game. Pair of brigade lv games of the opening campaign in the west, WWI. 2 scenarios: Mons, Aug. 1914, and the Marne, Spt 1914. Brig level, 12hrs/turn, 280 counters. J.Miranda'97 / ARTICLES ON: Battles of Mons & the Marne, 1914; the Eastern Operation, the Japanese Plan to Conquer Hawaii; Cooperation between Germany & the USSR 1920-33; the German Scharnhorst & Gneisenau; Italian Tanks of WWII; Byzantium #183 & First Arab-Israeli #185 Errata; 1848, Europe in Revolution; Evolution of the British Inf Battalion during the World Wars.											
<b>Pacific, War OF the..., 1879-1883 #282</b>		<b>102178</b>		<b>\$22.50</b>		<b>New</b>	<b>n</b>				<b>4</b>
Mag & game. Game of a key South American war, that between Chile & Peru and Bolivia, 1879-83. The Chileans begin by capturing Lima, the Peruvian capital, followed by a guerilla war & stalemate by 1883. 2mo/turn, 31mi/hex, bttn/rgt level, 280 counters. '13 / ARTICLES ON: War of the Pacific, 1879-80; Churchill & the Zeppelins in WWI; Charlemagne's compaigns, 771-814AD; Indo-Pakistani Wars; Pre-WWI German-American rivalry; Kampgruppen strategy in N.Africa; Hydrofoils in the USNavy; Pump-action grenade launcher; ABDA Command, unified command in the Pacific, 1941. '13											
<b>Reconquista, Struggle for Iberia #279</b>		<b>103824</b>		<b>\$22.50</b>		<b>New</b>	<b>n</b>	<b>Going</b>			<b>6</b>
Mag & game. Game of the conflict between Christians & Moslems in Iberia, 850-1250AD. Map depicts what is now Spain & Portugal & a bit of France using areas. Basically a 2-player game but can be played by multiple players as factions rise & fall. 25yrs/turn, 228 counters. J.Romero'13 / ARTICLES ON: The Reconquista, Christian conquest of Spain; Taiwan invade, 1661 & 1683; a Chinese Navy Aircraft Carrier; Analysis of the battle for Peleliu, 1944; Analysis of the T-55 tank; first commander of the Alamo; Operation Matterhorn, bombing Japan from China; Putin's strategy for Russia; Confederate spies in Tennessee; 1869 Telegrafo affair, the last of the Caribbean pirates.											
<b>Red Dragon Rising #250</b>		<b>84669</b>		<b>\$65.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>			<b>6</b>
Mag & Game. Includes variant rules from #258. Operational level game of the first 30 days of active air, naval & some land warfare between mainland China & Taiwan, but involving Russia, the Koreans, Japan, Australia, the Philippines, Singapore the UK & of course the US. Brig/corp/air wing/task force level. 100m/inch, 176 counters. B.Costello '08. ARTICLES ON: China as a rising power in the 21st century; Battles of Isandlwana & Rorke's Drift in the Zulu War 1879; German & British Naval Rivalry prior to WW1; the First Crusade 1096-99.											
<b>Red Sun/Red Star, Nomonhan Campaign #158</b>		<b>104293</b>		<b>\$45.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Mag & Game. May-Aug 1939 border dispute between an aggressive Japan & initially undermanned Soviet force in Mongolia that ended in a sharp defeat for Japan, keeping them neutral with the USSR for the rest of WWII. 3 scenarios depicting the initial Japanese attack, the Soviet counterattack, and a Japanese dream option balancing the August scenario. 0.75mi/hex, 1-day/turn. 240 counters. M.Stille'93 / ARTICLES ON: the Nomonhan Campaign in Manchuria, 1939; Inside Desert Shield & Desert Storm; Da Vinci & the Renaissance Military; Operation Leonard, Axis Conques of Leris, Nov. 1943; errata for White Eagle Eastward #156 including counter corrections.											
<b>Reichswehr &amp; Freikorps, Europe 1920 #273</b>		<b>105283</b>		<b>\$22.50</b>		<b>New</b>	<b>n</b>				<b>6</b>
Mag & Game. Game of the what-if situation had the revolutionary Soviet Army captured Warsaw in 1920 and continued west into Germany. Strategic in scope, with div level units, 15mi/hex, 1wk/turn, and covering on a big-hex & rather bland map the area from the Soviet border past Berlin. B.Train & T.Bomba'12 / ARTICLES ON: the hypothetical situation had the Soviets defeated the Poles in 1920 and continued west toward Berlin; battle of Tala River, 751AD, Chinese v Caliphate forces; Napoleon's strategic flanks in Russia, 1812; Liberian Civil War, 1989-2003; the Catapillar Club (those who escaped a downed aircraft via parachute); Santa Anna's 1836 Texas campaign. '12											
<b>Reinforce the Right, W.Front 1914 #180</b>		<b>18733</b>		<b>\$45.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Mag & Game. Corp lv gm of the initial campaign in the West, 1914, from the Swiss border to the North Sea. Relatively simple, w/ player-chosen options that influence victory points. 2 scenarios: one covers thru the Marne, the other Aug-Nov. 1914. 280 counters, 15km/hex, 1wk/turn, div/corp level. J.Miranda '96 / ARTICLES ON: the Schlieffen Plan & the Opening Campaign in the West, 1914; Air Campaign in Iraq, 1941; People's Crusade, 1096; German Airborne Night Fighting Devices in WWII; Schlieffen Plan, August 1914; Air War in the Persian Gulf War, 1990-91; Peter the Great's Not So Great Campaign.											
<b>Rio Grande, the Battle of Valverde #143</b>		<b>44979</b>		<b>\$15.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>			<b>2</b>
Mag & Game. Rgt lv, grand tactical game of the major battle in the Confederate offensive into New Mexico, 1862, with hopes of continuing to California. Small but relatively complex game for its size. Game highlights combat between Cav & Inf, and the problems of using Cav in pitched battles. Uses an evolution of the Gt Battles of the Am Civil War (TSS) game series. 100 counters, company level, 70yd/hex, 30min/turn. R.Berg'91 / ARTICLES ON: the Battle for Valverde, 1861-62; Ardant du Picq & Tactical Analysis; Light Inf & the Demise of Post Frederickan Prussian Army; Comparative Strengths of Union & Confederate Armies in Am Civil War; Montecuccoli, Forgotten Military Genius.											
<b>Risorgimento, War in Italy, 1848 #187</b>		<b>22813</b>		<b>\$59.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Mag & Game. 4th in the Wars of the Imperial Age game series. Campaigns of 3 wars (1848, 1859 and 1866) between the various Italian states and the Austrians as Italy struggles for independent nationhood. M.Bennighof'98											
<b>Roman Civil War #157</b>		<b>104294</b>		<b>\$65.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b>			<b>4</b>
Cherry. ■ Mag & Game. Game of Julius Caesar's challenge to the Roman Senate for control of the Roman state fought thruout Europe, Africa & Mideast, using Trajan/Ancient Wars game system. 240 counters, 50mi/hex, 1mo/turn, 1000men/strength pt. J.Miranda'93 / ARTICLES ON: Roman Civil War; Reforms of Gaius Marius; ERRATA for Italian Campaign Anzio #155, Zama #153, Russo-Turkish War #154; the Japanese Armored Assault on Malaya; Armies of Asia & China in 19th Century; USMC Inf Regt in 1929; Von Moltke the Elder's Redefinition of Warfare.											
<b>Rough &amp; Ready #212</b>		<b>64273</b>		<b>\$19.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b>			<b>3</b>
Mag & Game. With 20 errata counters for Crimean War #201 (8), Forgotten Axis #206 (1), Twilight Hapsburgs #204 (11). Grand tactical game covering 3 battles from early in the American invasion of Mexico, 1846-7. Covers Palo Alto (May 1846), Resaca de la Palma (May 1846) & Rio Sacramento (Feb 1847). Includes 2 maps, 240 counters. R.Berg'02 / ARTICLES ON: Taylor's Invasion of Northern Mexico, 1956; Bonnie Prince Charlie & the '45; Spanish Blue Division in the USSR 1941-4; Germany's 18th Artillery Division; Last 7 Days of France 1940; Interview with the Pilot of the Enola Gay; Samurai Warfare in the Sengoku Period; Technology Represented in Strategy Games, using TFG's Liftoff as an example; Ibn Battuta, Prince of Travelers.											
<b>Russian Civil War 2nd #267</b>		<b>97387</b>		<b>\$39.00</b>		<b>New</b>	<b>n</b>				<b>6 6</b>



Game Title (& Edition or Issue #)		Game	Cash-Basis	Ship Surcharge	General	Box	Out-of	Errata	Game #-		
Specific Condition, Subject, Designer, Year		Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale	Plyrs
Mag & Game. Update of this strategic level, area move, 3-6 player game of the chaotic Russian Civil War, 1918-21 originally published by SPI. Map extended to central Asia & Mongolia, specialized unit functions added, foreign forces added & various clarifications & optional rules including rules for solitaire & large group play. Rule elaborations cover the machinations of the politboro, purges, assassinations, a wide variety of random events, armored trains, strikes, etc. 32pgs of rules, 2maps, 520 counters. J.Dunnigan, J.Miranda'11 / ARTICLES ON: Russian Civil War 1918-22, history & game design notes; Marengo; Artillery at Waterloo; Voyage of the IMS Wolf, 1916; Casualties among ancient Greek generals; US experimental tanks of the 1950-60s. '11											
<b>Russo-Turkish War, 1870-71 #154</b>			<b>33394</b>		<b>\$29.00</b>	<b>New</b>	n	OoP			6
Mag & Game. 2nd game in the Wars of Imperial Age game series. Moderate complexity, op-strategic game of the Russo-Turkish War of 1877-8. Elaborate system w/ politics, hidden movement, logistics, neutrals, etc. 5 scenarios, 200 counters, Brig/div level. J.Miranda'92 / ARTICLES ON: Russo-Turkish War of 1877-8; Emergence of Total War in Ancient China; Master Strategist Sun Tzu; German Assault Rifle Experiments, 1944; ERRATA for Case Green #152.											
<b>Saipan, June 1944 / Clontarf #162</b>			<b>104405</b>		<b>\$19.00</b>	<b>V.Good</b>	n	OoP			2 1
Saipan unpunched; Clontarf punched & missing 1 unit (ID & copy of countersheet included). Includes 21 errata counters to other games; 3 of these have duct tape residue on them. ■ Mag & 2 Games. Includes errata counters for: 7 Days BtIs #166 (1), Red Sun/Red Star (9), Russo-Turkish (2), Nap First BtIs (10), 2nd gm, Clontarf, also. Saipan is solitaire game of the bitter 3-week battle for the Pacific island base, June-July '44. Player controls 2 Marine & 1 army div. 900m/hex, 2day/turn. E.Faust'93 / CLONTARF is a simple, 2 player, grand tactical game of the 11th century btl that broke the Norse hold on Ireland. A.McGrath'93. ARTICLES ON: Assault on Saipan; Decision at Clontarf, 1014; the Zulu War, 1879; Gen. von Eimannberger & the Panzer Division; Armies of Asia c1875; errata for Italian Campaign series (all 4), Zeppelin #159.											
<b>Santiago Campaign, 1898 #258</b>			<b>89894</b>		<b>\$19.25</b>	<b>New</b>	n				4
Mag & Game. w/ variant counters for Hannibal's War (14) & Red Dragon Rising (90). Grand tactical game of the Rough Rider's campaign to capture Santiago in Cuba during the Spanish-American War, 1898. 3days/turn, 0.5mi/hex, btl/rgt level. R.Bell'09 / ARTICLES ON: Santiago Campaign 1898; Btl of Tewkesbury, 1471, during the War of the Roses; the Cassino Line & the battle for Cassino, 1944; media review & lots of ads. '09											
<b>Savage Station / Olustee #166</b>			<b>97655</b>		<b>\$45.00</b>	<b>Mint</b>	n	OoP			2
Cherry. ■ Mag & 2Games. 2 gms with a total of 120 counters using Seven Days (Blue & Gray) Battles system. SS covers the battle before Richmond, June '62, during the Peninsular Campaign. Game can be linked with the Seven Days Battles game for a campaign game. R.Markham'94 / Olustee covers the decisive battle for control of Florida, Feb'64, and dashed hopes of a quick Union victory there. C.Diamond'94 / ARTICLES ON: Seven Days Battles; ERRATA for Balkan Wars #164, Seven Years War #163, Saipan #162 (extensive), Successors #161, Zeppelin #159, Red Sun Red Star #158, White Eagle Eastward #156; Urban Guerrilla Warfare in the 1960s & 70s.											
<b>Sea Devils, ACW on the High Seas #191</b>			<b>98229</b>		<b>\$85.00</b>	<b>Mint</b>	n	OoP			6
Cherry. ■ Mag & Game. Strategic level, 100 counter game of Confederate merchant raiding around the world during the American Civil War, 1861-5. 4 scenarios & entire campaign. Confeds attempt to disrupt & sink Union shipping; Union attempts to locate & sink Confed raiders. [Original game (here) was underdeveloped; revised rules, map & counter set & included in issue S&T#194 (w/ Forgotten War) making it a good game.] T.Garland'98 / ARTICLES ON: First Indochina War 1946-54; the American Civil War on the High Seas; Cardinal Mazarin as Grand Strategist during the 30 Years War; Anglo-French Invasion of China 1860; Canadian Armed Forces Today w/ OoB; the Light Carrier Alternative; Resistance to Roman Invasion of Britain 46BC; Trench Mining in WWI; British anti-mine Fire Ant device; Death of the German Airborne force due to lack of transport.											
<b>Sealords, Vietnam War in the Mekong #243</b>			<b>80742</b>		<b>\$33.00</b>	<b>New</b>	n	OoP			4
Mag & Game. Game of the American effort to control & pacify the Mekong Delta during the Vietnam War. Takes a standard, asset-oriented look at the US attempt to block movement of NVA units and attack their bases. 280 counters, square grid map covering Vietnam south of Saigon. Units co to div level; 6.2mi/hex; 7-30days/turn, 3 scenarios. J.Miranda'07 / ARTICLES ON: Sealords, joint warfare in the Mekong Delta; Scipio Aemilianus, Rome's Master of Unconventional Warfare; Spanish in Vietnam 1859-62; George Thomas, Union General from the South; Soldiering & Marriage thru History; Battle of Schellenberg 1704 during the War of Spanish Succession; Caesar's Counterinsurgency in Gaul 58-51BC; HBO's Rome series.											
<b>Second Kharkov, Strike &amp; Counterstrike #271</b>			<b>96131</b>		<b>\$40.00</b>	<b>New</b>	n	OoP			4
Mag & Game. Colorful update of this PzrGrpGuderian system game of the Soviet May'42 offensive that ended in disaster. The 'strike & counterstrike' included the massive tank battles of mid-1942, just prior to Stalingrad, during the Second Btl of Kharkov. Designed as a fun, fast moving, see-saw slugfest. Historical & Soviet all-out scenarios. 5mi/hex, 2days/turn, brig/div level. Paul Youde'11 / ARTICLES ON: Second Kharkov campaign, failed planning; Second Kharkov designers notes; Battle of Iororo, the Paraguayan Thermopylae; battle of Arsurf, 1191AD; US Navy's cold war 'mobile bases' strategy for a possible nuclear war; military history of Eastern Island; US 10th Fleet & cyber warfare; cluster 'bombs' in the War of 1812; Arab armies OoB in 2011; 2 odd warship wrecks.											
<b>Sedan Campaign, 1870 #224</b>			<b>70300</b>		<b>\$26.00</b>	<b>New</b>	n	OoP			4
Mag & Game. Includes variant counters for Indochina (11), Belisarius (29), 1918 (9), Grp Soviet Forces (1), Ottomans (3), Boer War (10), Inv Taipai (10), Indo-Pakistanis (48), Asia Crossroads (11), First Afghan (7), Xenophon (3), Chancellorsville/Plevna (8). Simpler, operational level game of the decisive campaign of the Franco-Prussian War, 1870. 4.4mi/hex, 3days/turn, div level. T.Bomba'04 / ARTICLES ON: Sedan Campaign 1870; Second Afghan War 1879-1881; the P-39 Aircobra & Buffalo Fighters; Italo-Turkish War of 1911-12; Ascendancy of Athens 500-400BC; USN 5/25 AA Gun; Sixth SS Panzer Army in Hungary 1945; Armies of the Eastern Front 1944-5.											
<b>Seven Years War #163</b>			<b>16898</b>		<b>\$49.00</b>	<b>New</b>	n	OoP			6 M
Mag & Game. Strategic level game of the wars of Prussian ascendancy, aka the 7 Years War, 1756-63, on a global scale. Both players attempt to expand without provoking unified reaction. Std & adv game rules, plus solitaire rules designed to allow play by a single player. 16mi/hex, seasonal turns, brig/rgt level, 240 counters. J.Miranda'94 / ARTICLES ON: Seven Years War in Europe, 1756-63; Weapons of the American Civil War, Evolution or Revolution?; Sebastien Vauban, Master of Fortresses in the Age of Siege; errata for Italian Campaign MedWar #160, Zeppelin #159, Red Sun/Red Star #158, Roman Civil War #157, White Eagle Eastward #156.											
<b>Seven Years World War #221</b>			<b>68797</b>		<b>\$32.00</b>	<b>New</b>	n	OoP			8 4
Mag & Game. The 7 Years War covered as a global war of empire. 8 European powers plus India & China compete for dominance. Can be played by 2-4 players thru military, economic & diplomatic means. Yearly turns, army/leet level. J.Miranda'04 / ARTICLES ON: Seven Years World War, the First Global Conflict, 1756-1763; Frederick the Great & the art of battle management during the Seven Years War; the Alamo; first actions of Britain during WWI; Australians in Iraq 2003; Frederick War & the Taiping Rebellion; Philippines Insurrection 1899-1902; Destruction of French Mobile Group 100 in Vietnam, 1954. '04											
<b>Shenandoah, Jackson's 1862 Campaign #284</b>			<b>102461</b>		<b>\$22.50</b>	<b>New</b>	n				4
<b>Shiloh, Bloody April 1862 #264</b>			<b>93496</b>		<b>\$22.50</b>	<b>New</b>	n				4
Mag & Game. Game of the Confed Apr 1862 surprise attack that held hope of catching the Union sleeping but was beaten back by Union resolve & simple confusion. Uses an evolution of AH's Gettysburg '77 system. 1hr/turn, 100yd/hex, brig level. 3 scenarios plus 3-day campaign, 176 counters. P.Koenig'10 / ARTICLES ON: Btl of Shiloh; J.Miranda on Game Design; Fulani Jihad, 1804-9; Hitler's Ardennes Offensive; Russo-Georgian War of 2008; others.											
<b>Soldiers, Decision in the Trenches #280</b>			<b>105004</b>		<b>\$22.50</b>	<b>New</b>	n				2
Mag & game. Simpler game of the US 1st Inf attacks into thinly-held German-held lines toward the end of World War I (1918) in multiple scenarios. Not truly historical, rather representative of actions during this time. 5-10min/turn, 25yd/hex, pltn or single machine gun level; fast playing. 124 counters. T.Bomba'13 / ARTICLES ON: Soldiers, the American offensive in France, 1918; US military's attack helicopter doctrinal controversy; the Jewish Revolt, 66-73AD; America's Gibraltar: West Point in the American Revolution, 1775-83; media review; Nung Tri Cao & rebellion against the Chinese in the 11th Century; US 8" Howitzer; Encirclement & Threat Perception in Asia; Sherman at Shiloh; Huaihai Campaign that concluded the Chinese Revolution, 1948-9.											
<b>Spanish Civil War Battles, v1 #213</b>			<b>59141</b>		<b>\$35.00</b>	<b>New</b>	n	OoP			4
Mag & Game. First of an intended series of operational, btl/rgt/brig level games on various battles in the Spanish Civil War, 1936-9. This issue covers the battles of Brunete (July '37) in which the besieged Republicans attempt to lift the siege of Madrid, and Jarama (Feb '37) in which the Nationalist thrust for the vital Valencia road during the siege of Madrid. 1mi/hex, 1day/turn, btl/rgt/brig. P.Moore'03 / ARTICLES ON: US Third Army (Patton) from Normandy to Lorraine 1944; Patton, Master of War; Odd British Units of the Desert War 1940-3; Tirah Campaign in Afghanistan, 1897-8; German use of Soviet Naval facilities 1939-41; US Army's Interim Brigade Combat Team; Jarama River Campaign, Feb 1937, in Spain; the Last Massed British Cavalry Charge, Palestine 1917.											
<b>Sparta vs. Athens #286</b>			<b>104168</b>		<b>\$22.50</b>	<b>New</b>	n				6
Mag & game. Game is a strategic-level study of the Peloponnesian War, 431-400BC, using a point-point style map. Emphasis is on leadership. Both land & naval strength is important, as is the ability to mount sieges and the unique, coalition-style city-state structure of Greece at the time. 1 scenario for the Archidamian War, plus the full campaign game. 1yr/turn (with 4 seasonal phases); 1"/18mi, 280 counters, 300-3000men/counter. T.Garland'14 / ARTICLES ON: the Peloponnesian War; Napoleon's Naval Strategy; Doughboys on the Marne, 1918; Pakistan's War Against the Taliban; the Siege of Saucy Castle, 1204; the battle of Fraustadt, 1706; Charge of the Royal Savoia [Italian Cavalry in the USSR]; the war on Mindanao, Indonesia 1972-75.											
<b>Sparta vs. Athens #286</b>			<b>104169</b>		<b>\$22.50</b>	<b>New</b>	n				6
Mag & game. Game is a strategic-level study of the Peloponnesian War, 431-400BC, using a point-point style map. Emphasis is on leadership. Both land & naval strength is important, as is the ability to mount sieges and the unique, coalition-style city-state structure of Greece at the time. 1 scenario for the Archidamian War, plus the full campaign game. 1yr/turn (with 4 seasonal phases); 1"/18mi, 280 counters, 300-3000men/counter. T.Garland'14 / ARTICLES ON: the Peloponnesian War; Napoleon's Naval Strategy; Doughboys on the Marne, 1918; Pakistan's War Against the Taliban; the Siege of Saucy Castle, 1204; the battle of Fraustadt, 1706; Charge of the Royal Savoia [Italian Cavalry in the USSR]; the war on Mindanao, Indonesia 1972-75.											
<b>Strategy &amp; Tactics (DecGm) #211</b>			<b>57459</b>		<b>\$2.00</b>	<b>Mint</b>	n	OoP			Z
Magazine only, no rules. ■ Magazine only, Rules not included. ARTICLES ON: Allied Intervention in the Russian Civil War, 1917-20; Rise of the Soviet Army; the B-2 Bomber; the Indo-Pakistani power balance; the first Jacobite Wars in Britain, 1670-1701; Military History of Colonial Brazil. '01											
<b>Successors #161</b>			<b>32385</b>		<b>\$32.00</b>	<b>New</b>	n	OoP			6 4
Mag & Game. 2-4 player game of the wars of succession, 320-205BC, which began after the death of Alex the Great. Each player seeks to create the dominant empire in the chaos following the collapse of Alexander's empire. Emphasis on random events, control & economics. Variable time/turn, 240 counters, area move. G.N.Graber'93 / ARTICLES ON: Alexander's Successors; the B-29 & Rise of American Strategic Airpower; Bonaparte in Italy & Egypt; the German 164th Light 'Afrika' Division; the First Stormtroops; 18th Century French Warships; ERRATA for Zeppelins #159, Red Sun/Red Star #158, Italian Campaign series #146, 150, 155); JFC Fuller profile.											



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Specific Condition, Subject, Designer, Year		Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale	Plyrs
<b>Sun Never Sets, Brit.Colonial Wars #274</b>			<b>101439</b>		<b>\$39.00</b>	<b>New</b>	n				3
Mag & game. A double-sized issue with 64pgs of mag, 32pgs of rules, 2 countersheets & 2 maps & 4 games. Second set of games from the 19th century & Britain's push for empire. ABYSSINIA covers the daring 1868 expedition to rescue hostages. ASANTE covers the 1873-4 raid into West Africa. PERSIA covers the 1856-7 punitive expeditions to distract Persia from Afghanistan. SECOND AFGHAN WAR covers the 1878-9 British invasion of Afghanistan, in part to deter Russia's eye on India. J.Miranda'12 / ARTICLES ON: The British Empire in the 19th Century; History of military mapping & unit symbols; Khmer King Jayavarman VII & the campaigns of 1177-78AD; the Brusilov Offensive, June-Sept 1916; Telescopic rifle sights in the Am Rev War; Did Buell Save Grant at Shiloh?; How Spanish Conquistadors conquered so much with so few; US v Canada, Wars & War Plans.											
<b>Taipei, Invasion of Taiwan 2000 #202</b>			<b>49798</b>		<b>\$56.00</b>	<b>New</b>	n	OoP			4
Mag & Game. Operational level game of a hypothetical Chinese invasion of Taiwan in the immediate future. Brig/div level with significant specialized air & missile assets, plus special rules. Nicely produced (for a change) w/ lush but not overpowering graphics on map & counters. 1 scenario w/ many what-if situational changes. Good game of the complexities of modern combat environment. 10k/hex, 3.5days/turn. J.Miranda'00 / ARTICLES ON: Emerging Conflict with China w/ Chinese & US OoB; Korsun-Shevchenkovsky Operation, 24 Jan-17 Feb 1944; British Campaign in Egypt 1882; Montrose, the LIVING & Dying of a Master Tactician.											
<b>Tarawa, Red Beach One #142</b>			<b>30720</b>		<b>\$25.00</b>	<b>Mint</b>	n	OoP			2 1
Mag & Game. Solitaire game of the bloody Nov. 1943 invasion of Tarawa Island by the US 2nd Marine Div against 3500 Japanese. Includes rules for 2 players. Co lvi, 100yd/hex, 6hrs/turn. M.Joslyn'91 / ARTICLES ON: the Battle for Tarawa 1943; ERRATA for Objective Tunis #140; von Clausewitz & the Rise of Modern Warfare; German Merchant U-Boats in WWI; First Air Battle between Balloons 1808; Allied Campaign Against Danube River Traffic in WWI; Soviet (Russian) withdrawal from German in the early 1990s; The Two Key Factors in Wargame Design (Miranda).											
<b>They Died with Their Boots On, v1 #236</b>			<b>75113</b>		<b>\$29.00</b>	<b>New</b>	n	OoP			3
Mag & Game. 2 games of US Army campaigns: Custer's Last Stand 1876, covering the US's campaign against the Cheyenne & Sioux thru the spring & summer; and the Quebec Expedition 1775-6, during which the US hoped to provoke Canadian succession by advancing on Quebec. Both are operation level, covering a multi-state area. 1 map in 2 sections, 280 counters. J.Miranda'06 / ARTICLES ON: Custer's Last Stand, the Little Bighorn-Yellowstone Campaign of 1876; the Revolution Marches North, the 1775 American Invasion of Canada; Friendly Fire in the War of 1812; Failsafe in the Strategic Air Command; Sepower in the Second Punic War; First Aircraft Carrier; Aerial Interdiction in the Korean War; the US Marines in the ETO, 1941-44.											
<b>They Died with Their Boots On, v2 #242</b>			<b>79824</b>		<b>\$20.00</b>	<b>New</b>	n				3
Mag & Game. 2 games of US Army campaigns: Mad Anthony is a game of the war for the Ohio area, 1791-4. 1-4wks/turn, 10mi/hex, btn/rgt level. Pershing covers the US cross-border invasion of Mexico in pursuit of Pancho Villa, 1916-7. 1mo/turn, 10mi/hex, rgt/brig. 280 counters. J.Miranda'07 / ARTICLES ON: US Campaign in Mexico, 1916-7; Mad Anthony Way & the Legion of the US; the BEF in 1940; the 1979 Sino-Vietnamese War; Black Ops; Project Aurora; the battle of Pharsalus, Legion v Legion; battle of Long Tan, Aug 1866.											
<b>Thirty Years War, Great War 1618-48 #173</b>			<b>104301</b>		<b>\$79.00</b>	<b>Mint</b>	n	OoP			2 4
Mag & game. ■ Mag & game. Strategic, area-move game of this devastating war thruout all of Europe, 1618-48, for 2-4 players. Each player attempts to gain dominance over all of Europe. Each force must complete its move before another, and the system forces use of diplomacy & finances to sustain any gains. 1yr/turn, 3 Tercios/Otras/Rgts per strength pt. 2 scenarios (Bohemia 1618-25, Sweden 1630-34) & campaign; 280 counters. Map is bland. J.Miranda'95 / ARTICLES ON: The Thirty Years War, the Great War; Battle in the La Drang Valley 1965; Evolution of the Airmobile concept; battles of the American Revolution. '95											
<b>Ticonderoga, BtIs for Lake George #277</b>			<b>100125</b>		<b>\$22.50</b>	<b>New</b>	n				3
Mag & game. Grand tactical-operational level game of six battles in upper New York in an area called Ticonderoga along Lake George during the French & Indian War, 1755-58. Random events play a big role including leader ability. 3 raid & 3 campaign scenarios including the 1755, 1757 & 1758 campaigns. 1.5mi/hex on operational map, 400yd/hex on tactical, 50-800men/unit. 280 counters. W.Nester, E.Harvey'12 / ARTICLES ON: the Battles for Lake George, 1755-8; Mongol military disasters; WWI German Anti-Tank tactics; the 1968 USS Pueblo incident; Colin Powell & the doctrine of decisive force; hangings in the US civil war; rationale for the 1882 British occupation of Egypt.											
<b>Tobruk, Operation Crusader 1941 #278</b>			<b>100061</b>		<b>\$22.50</b>	<b>New</b>	n				3
Mag & game. Game using the Sedan 1940 game system & covering the Allied Operation Crusader offensive late in 1941. Uses a chit-pull divisional activation system. AT guns have ranged ability. 2days/turn, 4mi/hex, btn/rgt lvi, 3 scenarios. 228 counters. P.Youde'12 / ARTICLES ON: Tobruk 1941 & Operation Crusader; Riverine logistics at Shiloh, Apr 1862; Btl of Fei River, China, Nov 383AD; Sino-Vietnamese War, 1979; ACH-47A Helicopter gunships; how Japan won the First World War; Geo Washington: genius or bumpkin?; today's Irish Defense Force.											
<b>Trajan #145</b>			<b>100251</b>		<b>\$75.00</b>	<b>Mint</b>	n	OoP			4
Mag & Game. Strategic level game of the Roman campaigns in the Middle East at the legion level, 114-117AD, when the Parthian Kingdom was conquered. Same system later used in Roman Civil War #157 Germania #175, Caesar in Gaul. RECOMMENDED. Monthly turns, 200 counters, legion level. J.Miranda'91											
<b>Triple Alliance War #245</b>			<b>83420</b>		<b>\$19.00</b>	<b>New</b>	n	OoP			6
Mag & Game. Paraguay takes on an alliance of Brazil, Argentina & Uruguay in a bloody S.American war, 1865-8. Strategic level, 25km/hex, brig/div level, 6mo/turn. J.Romero'07. ARTICLES ON: the Triple Alliance War; Art of War in the Middle Ages; Cordoba & the btl of Garigliano; US Army in future wars.											
<b>Twilight of the Ottomans #241</b>			<b>103515</b>		<b>\$24.00</b>	<b>New</b>	n	OoP			6
Mag & Game. Div/Corp level game of WW-1 in the Middle East from 1914-8. Covers the Ottoman's assault against the Suez, combat in the Caucasus region, and the Allied attacks from Egypt and the Persian Gulf. 2 scenarios covering the two halves of the war, plus campaign game. 140km/hex; 3mo/turn. Articles on the Ottoman Empire in WW1; the Transcaucasia Front in WW1; the Israeli destruction of Iraq's nuclear program; Russia' Italy, 1799. J.Miranda'07 / ARTICLES ON: the Turkish Empire in the Great War; the Transcaucasia, the Forgotten Front in WWI; Polish cavalry charges in WWII; Imperial Roman Navy; Pre-Emptive War? Israel & the Destruction of Iraq's Nuclear Program; 199, Marshal Suvarov in Italy.											
<b>Twilight's Last Gleaming, War 1812 #184</b>			<b>104298</b>		<b>\$45.00</b>	<b>Mint</b>	n	OoP			3
Mag & Game. Three tactical lvi, decisive battles from late in the War of 1812: Bladensburg (Aug 1814), North Point (Spt 1814), New Orleans (Jan 1815). 240 counters, 100yd/hex, 15min/turn. C.Diamond'97 / ARTICLES ON: the War of 1812, Operations & Battles; History of the Chinese People's Liberation Army; Caesar's treachery in Gaul 58BC; First British Commando Raid, on Guernsey Is. 1940; Modern Artillery; the last Emperor of China; Aspects of the German campaign in the USSR, 1941; KG200, the Luftwaffe's Special Force; Strategy & Tactics Mag, past & future.											
<b>Twilight's Last Gleaming, War v2 #225</b>			<b>69815</b>		<b>\$29.00</b>	<b>New</b>	n	OoP			3
Mag & Game. Three more small battles from late in the War of 1812. The Thames (Oct 1813), Chippewa (July 1814), and Lundy's Lane (July 1814). 50men/factor, 100yd/hex, 15-60min/turn. 88 counters, 3 maps on 1 map surface. C.Diamond, W.Sariego, T.Bomba'04 / ARTICLES ON: Greatest Tank Battle: Kursk-Orel Salients, Summer 1943; Armies of the Eastern Front, 1943; Development of the Canadian Army, 1660-1900; Italy's Piaggio 108B Heavy Bomber; Cold War's Last Casualties; Austrian Divisions in WW2; Maurice of Nassau, Pioneer of Modern Warfare; Alcibiades, Demagogue of the Peloponnesian War.											
<b>Vietnam Battles: Hue / Op Pegasus #196</b>			<b>59121</b>		<b>\$34.00</b>	<b>New</b>	n	OoP			4
Mag & Game. Grand tac, btn-level game of 2 concurrent battles of the Tet Offensive early in 1968: the battle for the city of Hue and Operation Pegasus, the relief of Khe Sahn fire base. Covers the military aspects of these two battles, including special unit abilities, and each battle has 2 scenarios. 0.5-1km/hex, 1-2days/turn, 280 counters. J.Miranda'99 / ARTICLES ON: Battles of Hue, Khe Sahn & Kham Duc 1968; the California Brigade in the Am Civil War; the German Panzerwurm anti-tank hand grenade; SCUD Hunting; US Sub Fleet; French de Gaulle aircraft carrier 4m too short; Remote Piloted Vehicles aircraft; south Vietnamese Marine Corp; Rise & Fall of the Luftwaffe; Hannibal, a Stark Appraisal.											
<b>Vinegar Joe's War #227</b>			<b>70342</b>		<b>\$40.00</b>	<b>New</b>	n	OoP			4
Mag & Game. Game of the struggle for SE Asia. Hanoi to Singapore to Calcutta, 1941-5, w/ land, air & sea units. Quarterly turns, brig/div level land units, 2 scenarios plus campaign. J.Miranda'05 / ARTICLES ON: the Flying Tigers in WW2; WW2 in Southeast Asia, 1941-45; War of Jenkins' Ear between Britain & Spain, 1739; Benedict Arnold; More on the Maginot Line; Famous 50 US Destroyers; Gulf War II OoB, March 2003; Armies of the Great East Asian War, 1942-45; Japanese Navy's Army, Special Naval Landing Forces & Construction Units.											
<b>When Lions Sailed #268</b>			<b>94974</b>		<b>\$22.50</b>	<b>New</b>	n				6
Mag & Game. Strategic level game of naval combat in the 17th century around the world for 2-4 players representing England, Spain, France & the Netherlands. 1yr/turn. Based on the 1066 & Frederick's War game system. 280 counters. J.Miranda'11 / ARTICLES ON: Naval strategy & the colonial era; analysis of Justinian's reconquest of Italy; the shrinking British Military; props v jets; covert calamities of WW2; Russian campaign in Chechnya, 1994-2000. '11											
<b>White Eagle Eastward #156</b>			<b>30714</b>		<b>\$25.00</b>	<b>New</b>	n	OoP			4
Mag & Game. Russo-Polish War during the summer & fall of 1920. Poland first defends its newfound status as a nation then aggressively attacks the Soviets. Operational lvi. Tense game that goes to the wire every time. 5days/turn, 20mi/hex, brig/div level, 160 counters. T.Kane, C.Cummins'92 / ARTICLES ON: Russo-Polish War of 1920; Napoleon's Egyptian Campaign; Consequences of Napoleon's Empire; Strategic Air War Simulation in the USAF; Graft in the Spanish-Moroccan War of 1911-27; German Losses in WWI by Age Cohort; Demobilization after the Am Civil War; US Occupation of Puerto Rico, 1898; ERRATA for Case Green #152, Vittoria #151, Friedland #151, Croperdy Bridge #148, Red Beach Tarawa #142; MV Frunze & Soviet Total War; USN at Tarawa 1943.											
<b>Winged Horse, War in Vietnam 1965-6 #239</b>			<b>79554</b>		<b>\$32.00</b>	<b>New</b>	n	OoP			6
Mag & Game. Rgt/div level, strategic level game of the war in Vietnam, 1965-6 during the early stages of the US ground intervention in the country. Emphasizes the US air mobility, communist supply, hidden communist movement, and military OR political victory. 25mi/hex, 1wk/turn. 280 counters. J.Miranda'06 / ARTICLES ON: It's Our War Now, Vietnam 1965; Armies in Vietnam 1965; Kidnapping of Gen. Kreipe on Crete, 1944; 1856 Declaration of Paris; Portugal in WWI; Impact of Rifle-Musket on Tactics; Asante War of 1873; USAAF in Europe, 1942-5.											
<b>Zeppelin, First Btl Over Britain #159</b>			<b>46338</b>		<b>\$26.00</b>	<b>New</b>	n	OoP			2
Mag & Game. Operational/Strategic lvi game covering German air bombing & combat over England, 1916-8, via zeppelins. 9 scenarios based on various points in time. Victory comes thru point accumulation for accomplishing various tasks (such as successful bombing, shooting down a zeppelin, or rescuing downed crew). 1-2players, 240 counters. M.McVeigh'93 / ARTICLES ON: Zeppelin, the First Battle Over Britain, 1914-8; Upton's Report on European & Asian Armies, 1876; Tactics of the Roman Civil War; Why Iraq Failed in Desert Storm; errata for Roman Civil War #157, Franco-Prussian War #149 & Russo-Turkish War #154.											

Game Title (& Edition or Issue #)		Game	Cash-Basis	Ship Surcharges	General	Box	Out-of	Errata	Game #-of		
Specific Condition, Subject, Designer, Year		Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale	Plyrs
<b>Carrier Battle Group Solitaire #14</b>			106706		\$22.50	New	n			4	1
Mag & Game. Solitaire game of operating a US carrier battle group in the North Atlantic against the Soviets in the 1980s. Mission is generated randomly for each game, and determines victory. Incident chits present Soviet ships & aircraft, as well as target opportunities. You manage the aircraft carrier in great detail (ala Goeben 1914). 228 counters & a lush map centered on the Norwegian Sea. 12hrs/turn, 60mi from pt-to-pt, squadron level aircraft. J.Miranda'14 / ARTICLES ON: US Carrier Battlegroups During & Since the 1980s; Battle of Khe Sahn 1968; Battle of Grozny in Chechnya 1994-5; Kopassus, Indonesian Special Forces; Cold War Flying Wings Aircraft; Modernizing the Chinese People's Liberation Army; Ontos, the US Marine's Anti-Tank Weapon; US Navy Laser Weapon Systems.											
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<b>Carrier Battle Group Solitaire #14</b>			106351		\$22.50	New	n			4	1
Mag & Game. Solitaire game of operating a US carrier battle group in the North Atlantic against the Soviets in the 1980s. Mission is generated randomly for each game, and determines victory. Incident chits present Soviet ships & aircraft, as well as target opportunities. You manage the aircraft carrier in great detail (ala Goeben 1914). 228 counters & a lush map centered on the Norwegian Sea. 12hrs/turn, 60mi from pt-to-pt, squadron level aircraft. J.Miranda'14 / ARTICLES ON: US Carrier Battlegroups During & Since the 1980s; Battle of Khe Sahn 1968; Battle of Grozny in Chechnya 1994-5; Kopassus, Indonesian Special Forces; Cold War Flying Wings Aircraft; Modernizing the Chinese People's Liberation Army; Ontos, the US Marine's Anti-Tank Weapon; US Navy Laser Weapon Systems.											
<b>Decision Iraq # 6</b>			103847		\$22.50	New	n			4	
Mag & game. Complex game of the political & military conflict since the US invaded Iraq in 2003 Played on an area map. Views the conflict as one of stability & democracy versus Al Qaeda, Iran & insurgency (nothing about nationalism). Both players employ convention & unconventional forces seeking to enlarge their control & influence in the country & destroy enemy forces, and ultimately "control" Iraq. J.Miranda'13 / ARTICLES ON: Decision Iraq plus design notes; Mikro-terrain in Iraq; Airland Battle Doctrine for Fighting Conventional Wars; US Invasion of Panama; the Soccer War of 1969 between Honduras & El Salvador; A-19 Warthog USAF Ground Attack Aircraft; Focus on Uganda; BOMARC, Longest Ranged SAM Ever Built; EXACTO Sniper Rifles; Micro-Satellites & the Militarization of Space.											
<b>Dragon vs Bear, China v Russia #12</b>			105911		\$22.50	New	n			4	
Mag & game. Game covers a future war between China & Russia sometime in the next couple of decades. Both nations' armies have grown smaller, but have many more weapons at their disposal. Uses multiple scenarios depicting various reasons for war & levels of mobilization. The use of "hyperwar" - modern technology - is deemed decisive in such a conflict & is emphasized in the game. Map depicts the area from Beijing to Vladivostok westward to Lake Baikal. A re-thinking of earlier East is Red game. 228 counters, brig/div/corp level. J.Miranda'14 / ARTICLES ON: The Bear: Russian Forces in the 21st Century; The Dragon: Chinese Special Forces; Mali, Struggle for Central Africa; Operations Ryan, Able Archer: the Brink of Nuclear War; Cold War Culture, Uranium prospecting in the 1950s in the US; NATO; South Africa's G6 Rhino; US M1 Carbine & its Cold War Career.											
<b>Drive on Pyongyang # 5</b>			104821		\$22.50	New	n			4	
Mag & game. Game covers the highly problematic and hypothetical situation where a US-led coalition launches a conventional ground war to eliminate the regime in northern Korea (and more than a bit of fantasy envisioning the whole job lasting but a month, and that the northern Koreans have very little ability to actually use their WMDs). Its a race to finish the job before logistic problems domestic politics pull the plug. Simpler mechanics & a larger scale, yet still with 280 counters. Map covers all of Korea north of Seoul. Brig/div/corp level, 8mi/hex, 2day/turn. T.Bamba, J.Miranda'13 / ARTICLES ON: War in Korea, c2013; the 1982 Falklands/Malvinas War; Selous Scouts: Rhodesian special forces in the 1964-79 Bush War; XB-70, the Mach 3 Bomber that Failed; War Moves into Space: Anti-Satellite Programs; Military Micro-Bots; Gen. Walton Walker & the Defense of Pusan, Korea, 1950.											
<b>Greek Civil War #11</b>			104212		\$22.50	New	n			8	
Mag & Game. Game covers the Greek Civil War, 1947-9, as communist-leaning populace takes on the Greek government in war for hearts & minds reflected in a political index for each side (0-99). 280 counters, area move. '14											
<b>Holy Land, Next Arab-Israeli War # 8</b>			102225		\$37.50	New	n			4	
NOTE: Includes supplementary errata counter sheet published Feb '14 w/ 176 counters (Holy War 99, Somali Pirates 51, Red Dragon 2, Decision Iraq 24), w/ printed errata. ■ NOTE: Includes supplementary errata counter sheet published Feb '14 w/ 176 counters (Holy War 99, Somali Pirates 51, Red Dragon 2, Decision Iraq 24), w/ printed errata. Mag & game special issue. Game of a future Arab-Israeli War, presuming a revitalization of Israel's Arab neighbors' militancy, and covers a conventional hot war as well as insurgency & "terrorism". Uses the earlier Decision Iraq game system to depict the full range of possible forms of conflict. Appears to focus on the fact of conflict, not what creates & drives it. Includes a scenario for the current Syrian Civil War after it provokes a broader, regional conflict. 2 maps, 392 counters. J.Miranda'13 / ARTICLES ON: The Next Arab-Israeli Conflict; Thailand's Southern Insurgency; the Six Day War in Global Context; Centurion tanks in Vietnam; Cold War Atomic-themed Toys in America; A Focus on the Indian Navy.											
<b>Next War in Lebanon #13</b>			105628		\$22.50	New	n			4	
Mag & Game. Operational level game of a future Israeli invasion of Lebanon with the goal of eliminating a rival, Hezbollah (which the game posits as purely a terrorist organization). Envisioned as a much larger version of the 2006 invasion. Syrian & Iranian forces may also enter the game per certain conditions or mutual agreement. Game uses an unusual, very large hex map (with only 21 hexes total), with unlimited stacking; operations are performed within a hex. 176 counters. B.Train'14 / ARTICLES ON: The Next War in Lebanon (and the 2006 War); the Ukraine Crisis, Part I: Crimean Flashpoint; African Stalingrad: Cuito Cuanavale, Angola 1987-88; 32 Buffalo Battalion, [old] South Africa's Military Elite; the Luftwaffe Flew Again, German Aircraft after 1945; Ad Hocery & US Unit Cohesion; Nanotech Soldiers & Future Operations; Cold War Nuclear Weapons for Air Combat; Russia's T-90 Tank.											
<b>Oil War, Iran Strikes # 2</b>			99735		\$25.00	New	n	OoP		6	
Original, 2012 Printing. ■ Mag & game. Game is a reworking of the theme of an earlier game by this title with a Neocon twist. Focused on Iranian strategic alternatives in the time frame of 2013-7 presuming an Iranian nuclear capability, with a simpler design. What would happen if this current boogeyman launched a conventional war in one direction or another when they have The Bomb? 228 counters, 18mi/hex, 3days/turn, Brig/div/corp level. T.Bomba'12 / ARTICLES ON: Oil War, Iran & the Military Balance in the Persian Gulf (lengthy); Israeli OoB at Chinese Farm, Oct. 1973; Fire Support Base Mary Ann, Vietnam, anatomy of a disaster 1971; American drones at war; the Hashim Portable Greande Launcher RPG-32; US F4 Phantom II Fighter-Bomber; Today's Sci-Fi Military Technologies.											
<b>Oil War, Iran Strikes 2nd # 2</b>			106017		\$22.50	New	n			6	
2014 reprint. ■ Mag & game. 2014 reprint. Game is a reworking of the theme of an earlier game by this title with a Neocon twist. Focused on Iranian strategic alternatives in the time frame of 2013-7 presuming an Iranian nuclear capability, with a simpler design. What would happen if this current boogeyman launched a conventional war in one direction or another when they have The Bomb? 228 counters, 18mi/hex, 3days/turn, Brig/div/corp level. T.Bomba'12 / ARTICLES ON: Oil War, Iran & the Military Balance in the Persian Gulf (lengthy); Israeli OoB at Chinese Farm, Oct. 1973; Fire Support Base Mary Ann, Vietnam, anatomy of a disaster 1971; American drones at war; the Hashim Portable Greande Launcher RPG-32; US F4 Phantom II Fighter-Bomber; Today's Sci-Fi Military Technologies.											
<b>Red Dragon / Green Crescent # 1</b>			102189		\$37.50	New	n			4	
Mag & game. Premiere issue of this new mag with a game in each issue. Game is a strategic level, more complex game of the possible hot wars in SE Asia in the next decade. Game is in part an update of Red Dragon from S&T250. T.Bomba '12 / Premier issue of this mag focused on cold war & recent conflicts in the last 50 years. ARTICLES ON: Hybrid land, air & naval warfare in the western Pacific & Indian Oceans; bio of Gen. Norman Schwarzkopf; 1972 NVA offensive; Seal Team 6 & the killing of Bin Laden; Russia's military organization; Beretta v Colt; Cyber warfare.											
<b>Red Tide West #15</b>			106716		\$37.50	New	n			4	
Mag & game, special issue. Game simulates the what-if of a Warsaw Pact invasion of western Germany in the late 1980s, just before the Wall came down, and presumes that this hot war would be settled in just a few weeks. 560 counters, 2 maps, 29pgs of rules. 10mi/hex, 1day/turn, btnl/rgt/div level. E.Harvey'14 / ARTICLES ON: The Cold War & Possibilities of WWII in Europe; the US Army in the Early Cold War Era; the M29 Davy Crocket Nuclear Recoiless Launcher; Operation Kansas, Marines v NVA June 1966 in Vietnam; Operation Barras, Sierra Leone, Sept 2000; the Chinese Space Program; Naval Aviation in Op Anaconda, Afghanistan 2002; Kruschev in the Cold War.											
<b>Six Day War, 1967 # 4</b>			103960		\$22.50	New	n			4	
Mag & game. Game covers the Six Day War, the Arab-Israeli conflict of June 1967. Using the Btl for Germany model, one player commands the Syrians & the Israelis on the Egyptian Front, the other player is the Egyptian player & northern Israelis, all seeking victory points to win. 5mi/hex, 1day/turn 228 5/8" counters. J.Miranda'13 / ARTICLES ON: The Six Day War, 1967; the Egyptian Army, 1956-73; Operation Savannah: Task Force Zulu in Angola, 1975; Crash Course in Littoral Warfare (US Navy's emphasis on near-shore combat); the Terrorist Attack on Mumbai 2008; Corona, America's first spy satellite, 1956; USMC Electronic Warfare planes of the Cold War; USAF's nex gen long-range strike bomber.											
<b>Somali Pirates # 3</b>			101455		\$22.50	New	n			6	
Mag & game. Hypothetical, near-future Allied Coalition seeks to destroy the bases used by Somali pirates to raid shipping in the vital shipping lanes of the Arabian Sea and elsewhere - and of course control Somalia itself. Players seek to maximize their public support affected by mobilizing reserves, securing areas, destroying enemy forces, etc. Map covers Somalia & a portion of Ethiopia; includes 176 counters representing pirates, warlords, Al Qaeda, militias & Coalition forces. Presumes the pirate forces grew stronger recently in recent months (they haven't). Brig/Task Force level. J.Miranda'12 / ARTICLES ON: Somali Pirates; What if the US invaded northern Vietnam in April 1967?; the US Marines at Nasiriyah, Iraq, March 2003; the War in Space & the X-15; Steal aircraft technology from WWII on; the Piranha, unmanned surface vessel.											
<b>Target Iran #10</b>			104830		\$22.50	New	n			4	
Mag & game. Solitaire simulation of a hypothetical US-led coalition attack on one of the latest boogeymen, Iran, with the stated purpose of destroying nuclear & other WMD-related targets within that nation. Game includes a strategic, intelligence-gathering, cyberwar & build-up phase followed by the execution of an actual attack. Victory is determined by the effect of the strike on the worldwide price of oil. Strategic level. 228 counters. J.Miranda'14 / ARTICLES ON: Analysis of Targeting Iran: US Intervention Doctrine & Strategy, Closing the Hormuz Straights, Iranian Military; Battle of Na San, Indochina 1952; the Origin of US Joint Warfare Doctrine; the M551 Sheridan, Light Armor in Action; Focus on Eastern European Armies Today; the Future of the US Navy; Robin Olds & the Air War in Vietnam.											
<b>Vietnam Battles: Iron Triangle # 7</b>			101794		\$22.50	New	n			4	

Email us anytime at M.Dean@FineGames.com, phone 541-756-4711 between 10am-9pm PST, FAX (702) 926-5205, or write 2078 Madrona St., North Bend OR 97459-2143 USA.

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surcharge Flag	General	Box	Out-of	Errata	Game #-of		
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale	Plyrs
Mag & game. Game of two campaigns by US forces in Vietnam. The first covers a campaign into the Iron Triangle, an area of dense jungle close to Cambodia & NW of Saigon, in early 1967. The other, Snoopy's Nose, covers the US 9th Inf riverine & helicopter penetration of remote areas of the Mekong Delta, mid-1967, in an attempt to restrict Viet Cong access to the Mekong River. 0.5mi/hex, 200 counters. E.Harvey'13 / ARTICLES ON: Vietnam Battles: Snoopy's Nose & the Iron Triangle, 1967; the Second Congo War, 1998-2003; Robert Thompson, Counterinsurgency Mastermind; National Training Center in the 1980s, Forge of Victory; LRASMs, Long Range Anti-Ship Missiles; the Venezuelan Army Today; Barry Goldwater of the USAF.										
<b>War by Television, Kosovo 1999 # 9</b>		<b>103961</b>		<b>\$22.50</b>	<b>New</b>	<b>n</b>				<b>6</b>
Mag & game. Game of the possibility of a NATO or US-led coalition attack on Serbia in 1999 seeking a military solution to the Kosovo crisis. Game assumes such an attack would have led to a short, 1-month long war. 7.5mi/hex, brig/div/corp level, 176 counters. J.Miranda'13 / ARTICLES ON: War by Television, Kosovo 1999; Tanks in Counter-Insurgency Operations; Operation Red Dragon, Hostage Rescue in the Congo, 1964; Italy's Aircraft Carriers; AC-130U Spooky II Air Gunship; The Vertical Dimensions of Amphibious Warfare.										
<b>Decision Gms World at War</b>		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com				FAX (702) 926-5205	anytime	
<b>1940, What IF Germany Went East? #12</b>		<b>100485</b>		<b>\$22.50</b>	<b>New</b>	<b>n</b>				<b>4 M</b>
Mag & Game. Game of the what-if in which a less than fully militarized Germany continues eastward, attacking the USSR after conquering Poland in Sept 1939. Map covers central & northern USSR, Poland, Belgium, Holland & northern France & Germany. Corp/army level, 25mi/hex, half-month/turn. T.Bomba'10 / ARTICLES ON: Germany's eastward strategic choice in 1940; Rearming the French (Vichy & Free French); British Funny Tanks of WW2; Battle for the Mediterranean, Cape Matapan, March 1941; Yel'nia (Smolensk), first turning point in WW2 in the East. '10										
<b>Afrikakorps, Decision in the Desert #11</b>		<b>93111</b>		<b>\$36.00</b>	<b>New</b>	<b>n</b>		OoP		<b>4</b>
Mag & Game. Includes 40 errata counters for Coral Sea & players aid card (missing from #10). New & rather luscious design using the They Died with Boots On system. Operational level game of the war in the N African desert, 1941-2, from El Aghella to Suez. Monthly turns, 12.5mi/hex, moderate complexity, rgt/brig level. Includes attention to the intangibles that heavily influenced the campaign. 260 counters. J.Miranda'10 / ARTICLES ON: Campaign in the Desert, 1940-2; Afrikakorps designers notes; Romania in WW2; Savo Island; WW2 German Airborne Operations.										
<b>Arriba Espana! 4th # 8</b>		<b>90273</b>		<b>\$19.25</b>	<b>New</b>	<b>n</b>				<b>8</b>
Mag & Game. Includes 16 variant counters for Barbarossa #1 (Command mag). 4th edition of this now-enlarged game of the Spanish Civil War, 1936-9, played on an area-move map of Spain, w/ 280 die cut color counters. A decent, playable game of this bitter civil war. Brig/div level, 3mo/turn. B.Train'09 ARTICLES ON: Strategic analysis of the Spanish Civil War; Patton's raid on Hammelburg; CCB, 10th Armor US, savior of Bastogne; T-34 tank crew & layout; CMD Barbarossa #1 variant; Longest Day & Patton movies as history; 4 chaplains 1943; Rubber in WWII US; Japan's oilers & tankers in WWII; Slovakia in WWII; Soviet army's organization at the start of WWII.										
<b>Arriba Espana! 4th # 8</b>		<b>91203</b>		<b>\$19.25</b>	<b>New</b>	<b>n</b>				<b>8</b>
Mag & Game. Includes 16 variant counters for Barbarossa #1 (Command mag). 4th edition of this now-enlarged game of the Spanish Civil War, 1936-9, played on an area-move map of Spain, w/ 280 die cut color counters. A decent, playable game of this bitter civil war. Brig/div level, 3mo/turn. B.Train'09 ARTICLES ON: Strategic analysis of the Spanish Civil War; Patton's raid on Hammelburg; CCB, 10th Armor US, savior of Bastogne; T-34 tank crew & layout; CMD Barbarossa #1 variant; Longest Day & Patton movies as history; 4 chaplains 1943; Rubber in WWII US; Japan's oilers & tankers in WWII; Slovakia in WWII; Soviet army's organization at the start of WWII.										
<b>Bloody Ridge, Guadalcanal Sept 1942 # 37</b>		<b>106189</b>		<b>\$22.50</b>	<b>New</b>	<b>n</b>				<b>3 1</b>
Mag & game. Simpler, solitaire game of the determined Japanese night attack on US marines surrounding Henderson Field on Guadalcanal, 13 Sept. 1942. Player commands the Japanese troops seeking to move a unit thru American lines & off the north edge of the map. 2hrs/turn, 125yd/hex, pltn/co lev. T.Bomba'14 / ARTICLES ON: Battle of Bloody Ridge, 12-14 Sept 1942; Air Campaign in Norway 1940; Allied Visions of Victory after WWII; Scorched Earth, the Soviet Wartime Economy; Raid on the Japanese Los Banos POW camp, Feb 1945; the Focke Wulf TA-152 Fighter; the first German Heavy Tanks in WWII; the Free Dutch Princess Irene Brigade; the re-enactment area at the Nimitz Museum; PT-309 (restored & located at Nimitz Museum).										
<b>Bulge, the Battle of the Bulge 2nd # 3</b>		<b>86573</b>		<b>\$54.00</b>	<b>New</b>	<b>n</b>		OoP		<b>4</b>
Mag & Game. Graphic & mechanical update of the SPI game published both as The Bulge & Big Red One. Simpler, fast playing, div level game of the critical part of the Battle of the Bulge, 16-25 Dec 1944. 176 large counters. J.Dunnigan, E.Smith, T.Bomba'08 / ARTICLES ON: The Bulge'44; Chekassy (Korsun) Pocket, 1944; Dyhernfurth raid to destroy a nerve gas factory in Soviet hands, 1945; Lyndon Baines Johnson (LBJ)'s adventures in the South Pacific in WW2; Soviet army organization 1942-5.										
<b>Coral Sea Solitaire #10</b>		<b>91052</b>		<b>\$52.00</b>	<b>New</b>	<b>n</b>		OoP		<b>4 1</b>
Mag & Game. Solitaire game of the May 1942 Japanese attempt to capture the key Allied base at Pt. Moresby using the Solomons Campaign 2nd game system. The player controls the Allied forces. 75mi/hex, 12hrs/turn, 1-3ships/counter. '10 / ARTICLES ON: Coral Sea 1942; Crimean Campaign, 1941-2; Germany's Spitzbergen Raid 1943; Djibouti in WW2; the ZRCV Flying Aircraft Carrier; Dodecanese Campaign, Germany's Last Offensive in the Med 1943; Operations research in WW2.										
<b>Counterattack in Ukraine, Dubno '41 # 31</b>		<b>102835</b>		<b>\$22.50</b>	<b>New</b>	<b>n</b>				<b>4</b>
Mag & game. Game covers the Soviet counterattack by several mechanized corps against the German 48th Panzer Corp which was spearheading the drive on Kiev. The appearance of T-34 & KV-1 tanks which were largely impervious to most of the German's weapons lead to several days of mobile battles tho in the end the Soviets were routed. But they delayed the Germans long enough that Kiev would not fall easily. Third in the East Front Battles game series. Operational level, btlm/rgt level, 228 counters, 2mi/hex, 1day/turn. J.Miranda'13 / ARTICLES ON: Counterattack in the Ukraine, Dubno 1941 w/ designers' notes; Analysis of the Magino Line; Slim's Tanks, Crucial Weapons in an Unlikely Place [Burma]; For Honor & Glory, Maj. Gen. Stanislaw Sosabowski [Polish soldier in WWI, 1939-45]; Patton's Ever-Forward leadership Style; Makeshift weapons & tactics in Australia's Pacific War; C-87 Liberator Express [B-24s converted to cargo planes]; Chinese-Soviet Relations, 1937-45; Japanese Planning for the Malayan Campaign 1941-2.										
<b>Destruction of Army Group Center 2nd # 9</b>		<b>93271</b>		<b>\$44.00</b>	<b>New</b>	<b>n</b>		OoP		<b>4</b>
Mag & Game. Substantial redesign of this early SPI, multisenario game of the Soviet Summer'44 offensive that destroyed an exposed German army group. This version changes the scale to army/corp level & expands the scope of the game to cover the Baltic states & NW Ukraine, opening up new options. 16mi/hex, 1wk/turn, corp/army lvl, 176 counters. J.Dunnigan, T.Bomba'09 / ARTICLES ON: Field Marshal Bush & the Destruction of AG Center 1944; Orde Wingate, pioneer of Special Ops; Southern Bomber Command, 15th Air Force; Tarawa recollections '09										
<b>Finnish Front, 1941-42 # 5</b>		<b>93367</b>		<b>\$35.00</b>	<b>New</b>	<b>n</b>		OoP		<b>4</b>
<b>Finnish Front, 1941-42 # 5</b>		<b>93681</b>		<b>\$35.00</b>	<b>New</b>	<b>n</b>		OoP		<b>4</b>
Mag & Game. Div-level game using the They Died with Boots On game system covering what the Finns call their Continuation War from 1941-2 with the Soviets. Covers all of the Finnish front from Leningrad to Petsamo. 1mo/turn, 23mi/hex, brig/div level. J.Miranda'09 / ARTICLES ON: Finnish Front 1941-2; Disaster to Victory at Omaha Beach 1944; Ribbentrop, an SS Commander; Saburo Sakai, Japan's highest scoring surviving "ace" in WW2.										
<b>France Fights On #39</b>		<b>106705</b>		<b>\$22.50</b>	<b>New</b>	<b>n</b>				<b>4</b>
Mag & game. Includes ERRATA & errata counters for: Norway 1940 (54), Ghost Division (60), Rhineland (24). Game of the hypothetical situation in June 1940 had the French government not capitulated but instead sought to evacuate itself and as much of the French army as possible to northern Africa to continue resistance. The Germans must seek to destroy as much of the French army as possible within a month's time lest events severely disrupt Germany's timetable for the next year of the war. 2days/turn, 8mi/hex, 288 counters. T.Bomba'14 / ARTICLES ON: The What if Had France Fought On in 1940; the Soviet Gulag Network & Penal Battalions; Kamikazes Over Okinawa; Hitler's Headquarters, the Wolf's Lair; the Alaskan-Canadian Highway in World War II; the Bombing of a US Ship Off Italy Carrying Poison Gas, 1943.										
<b>Ghost Division #38</b>		<b>105622</b>		<b>\$22.50</b>	<b>New</b>	<b>n</b>				<b>4 1</b>
Mag & game. Solitaire game in which the player command's Rommel's 7th Panzer as it fights its way to the English Channel thru France, May-June 1940. Player controls the 7th Panzer in its entirety, plus rgts of the 5th Panzer, SS Totenkopf & corp troops. What you encounter on your blitzkrieg cross country is determined by the game system with face down formation counters. Game can also be played by 2 players, cooperatively. Col/btl level, 228 counters. J.Miranda'14 / ARTICLES ON: German Mobile Warfare in 1940; Rommel's Solution to the War with the Soviet Union, 1943; the 1943 Singapore Raid; Rise & Fall of Tankettes, 1925-40; Defeating German Mines in WW2; Italian Forces on the Eastern Front, 1941-3; Discovery of the Japanese I-400 sub's hulk in 2013; PT-309.										
<b>Greater East Asia War # 6</b>		<b>90246</b>		<b>\$34.00</b>	<b>New</b>	<b>n</b>		OoP		<b>6</b>
Mag & Game. Strategic level game of Japan's war in China & SE Asia thru WW2 (on land only). 120km/hex. , Brig/div/corp level, 3mo/turn. Uses Twilight of the Ottomans game system. J.Miranda'09 / ARTICLES ON: Japan's War in SE Asia in WW2; German Foreign Minister Ribbentrop in WW2; Naval Strategy in the Mediterranean 1939-45; Skorzeny's coup in Budapest, 1944.										
<b>Greek Tragedy, Italian Inv of Greece # 7</b>		<b>90249</b>		<b>\$19.25</b>	<b>New</b>	<b>n</b>				<b>4</b>
Mag & Game. Update of this game of the disastrous Italian invasion of Greece in late Fall 1940. Div level, 7.5mi/hex, monthly turns. Historical game played as a solitaire game; what-if game provides lots of options the Italians passed up. Uses a version of the June 6 game system. R.Berg'09 / ARTICLES ON: Italian invasion of Greece & Albania; German attempt to assassinate the Big 3 Allied leaders in 1943; Struggle for Okinawa 1945; Assaulting Eben Emael.										
<b>Green Hell, Burma 1943-4 # 28</b>		<b>103516</b>		<b>\$22.50</b>	<b>New</b>	<b>n</b>				<b>4</b>
Mag & game. Includes errata/variant counters for: DMZ (20); F&M series game (20); Saipan (40); Crusader (1); Musket & Saber series markers (26); Leipzig (9); Showdown (1). Simpler folio-style game showing two portions of the war in Burma 1943-4. Op Thursday depicts the British 6-brigade gliderborne assault in March 1944 to support the allied offensive toward Myitkyina. Battle of the Admin Box depicts the defense of the Indian 7th Inf HQs against the Japanese infiltration near Sinzweya in India. E.Harvey'13 / ARTICLES ON: Green Hell, Battle for Burma; the air & sea siege of Malta in WWII; the naval war on Lake Ladoga during the siege of Leningrad; Oil: strategic bombing panacea in WW2; Ugly, slow, low & lethal: the JU-87 Stuka; destroying the defense of the Italian island of Pantelleria by air, 1943; Skalski & the Polish Fighting team; first capitalship action of WW2.										
<b>Grossdeutschland Panzer Division #20</b>		<b>95814</b>		<b>\$65.00</b>	<b>New</b>	<b>n</b>		OoP		<b>3</b>
Mag & Game. First game in an intended Famous Divisions series. Covers 4 battles from the eastern front 1943-4: Lutchesa Valley, Kursk, Akhtyrka & Mischurin Rog. Combat is heavily influenced by an event chit drawn for each battle, and game uses an activation chit system. 500mi/hex, 6hrs/turn, 560 counters, 2 maps. J.Schettler'11 / ARTICLES ON: Grossdeutschland Panzer Div history & designer notes; battle sleds at Anzio intended to increase infantry mobility; 1932 Shanghai incident; analysis of warship losses in the Pacific in WW2; French port of Djibouti in WW2; tank & AT tactics in Burma; Allied railways in France after D-Day.										
<b>Guards Armour Division # 34</b>		<b>103068</b>		<b>\$37.50</b>	<b>New</b>	<b>zl</b>				<b>3</b>



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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Conditn	Type	Print?	Incl?	Scale	Plyrs
Mag & game. Covers 4 grand tactical battles involving the British Guards armor division in 1944-5, including Operations Goodwood, Veritable, Boninghardt Ridge & Joe's Bridge. Uses the Famous Divisions system. Combat is now modified by the random element of a chit pull, and one player's chit can cancel the others. 500m/hex, 6hrs/game, 560 counters, 2 maps, chit-activated unit impulse system. J.Schtler, E.Harvey'13 / ARTICLES ON: Famous Divisions, British Guards Armour; the Fall of Hong Kong; the Waffen SS in Color [illustrations]; Vlasov's Counter-Soviet Army; US M2 4.2" Mortar; Patton's folly, the landing at Brola; Salerno Airborne Assault; Camp X, British SOE Special Training School; Brazil in WWII.											
<b>Guards Tank, Battle of Prochorovka #13</b>		<b>93344</b>		<b>\$85.00</b>		<b>New</b>	n	OoP			3
Mag & Game. First of intended East Front Battles Series game covering larger battles on the Eastern Front at operational level. This game focuses on the southern portion of Kursk, 1943, as the SS Panzers break thru the 6th Guards' defenses and are attacked by the 5th Guards Tank Army. Btl/brig level, 1km/hex, 1day/turn. J.Miranda'10 / ARTICLES ON: the Soviets at Kursk; Bigger isn't always better in WW2 ship design; btl for Hurlgen Forest, 1944; Japanese last stand in Manchuria, 1945.											
<b>Hardest Days, Battle of Britain #19</b>		<b>95397</b>		<b>\$110.00</b>		<b>New</b>	n	OoP			4
Mag & Game. Solitaire game covering the most significant individual days of the Battle of Britain over SW Britain. Each of 5 scenarios covers one such 14-hour day. 1"-10mi, 10-30 aircraft/counter, 10min/turn tac & 2hrs/turn operational. Designer is highly experienced on topic. J.Butterfield'11 / ARTICLES ON: Turning Pts in the Battle of Britain; analysis of the invasion of Tarawa, 1943; Logistical factors in the battle for N.Africa 1941-2; German WW2 Eastern front Fortifications; military history on currency around the world; the destruction of Port Chicago (north of San Francisco) by an atomic blast in 1944?; battle of Komandorski Islands 1943; floating forts on the Thames.											
<b>Hinge of Fate, Poland &amp; France 1939 #30</b>		<b>103519</b>		<b>\$22.50</b>		<b>New</b>	n				4
Mag & game. Includes errata/variant counters for South Seas Campaign (40), Afrika Korps (29), Sedan 1940 (17), Partisans (30) & Patton's First Victory (8). Game is a simpler, 2-4 player contest based on the situation in Sept. 1939 as Germany invades Poland. One version covers just that historical conflict on one map. But the bigger game includes the western, Rhineland front and the possibility that France would have lived up to its word to launch a major offensive upon the invasion of Poland. Allows for the Soviets to intervene on either side. 3days/turn, 8mi/hex in the west, 16mi/hex in the east, army/corp level. T.Bomba'13 / ARTICLES ON: Hinge of Fate: Poland 1939; Battle of Tarawa 1943; the P-38 Lightning fighter in Europe; Luftwaffe Field Divisions; first Allied bombers over Japan in WWII; HMS Furious-class carriers; Franz Oppenhof, Werewolf of Aachen.											
<b>Keren 1941, East Africa #25</b>		<b>98488</b>		<b>\$22.50</b>		<b>New</b>	n				3
Mag & game. Grand tactical game of the battle of Keren in Italian East Africa, Feb-Mar 1941, as the Italians & local allies put up their stiffest defense of the entire war, requiring 3 Allied assaults to break their defense. 220yd/hex. Includes factors unique to the difficult fighting in remote positions. 228 counters, 200m/hex, btl level, 2 scenarios. D.March, E.Harvy'12 / ARTICLES ON: the Battle of Keren, 1941 & designer's notes; Analysis of Juno Beach, D-Day 1944; Japanes v US strategic planning in the Pacific; German strategy in 1945; How WWII changed US currency.											
<b>Leningrad '41 #17</b>		<b>95408</b>		<b>\$22.50</b>		<b>New</b>	n				4
Mag & Game. New game of AG North's drive on Leningrad from July-Aug 1941 uses the Manila'45 system. Assumes that von Manstein didn't pause before charging for the city. 3days/turn, 0.5km/hex, btl/brig level. Special rules for command control, leaders, naval & air support, & a possible German airborne assault. J.Miranda'11 / ARTICLES ON: Leningrad 1941, Manstein's Lost Victory; Operation Anvil-Dragoon, August 1944; US Navy's Yangtze River Patrol, 1937-41; Britain's Special Operations Executive; Karl May, Hitler's Favorite Author; Liberation of Vichy Madagascar; US v Japanese Pilot Selection in WW2; Chinese Collaborationist Forces in WW2.											
<b>Minsk, Battle of...1944 #22</b>		<b>101450</b>		<b>\$22.50</b>		<b>New</b>	n				4
Mag & Game. Second in the East Front Battles game system. Covers the Soviet attack on Army Group Center that begin the Wermacht's collapse & retreat from the USSR. Two Soviet Tank armies drive on Minsk after cracking thru German lines. Germans must delay the Soviets & limit their gains. Rgt/brig level, 1 day/turn. J.Miranda'11 / ARTICLES ON: 1944 Battle for Minsk & the destruction of Army Group Center; Operational Analysis of the US Army in Tunisia 1943; Battle of Savo Island Reconsidered; Hitler's Military Conferences; Nazis in Hollywood movies; Utah & Omaha Beaches on D-Day; Soviet Mechanized Corps in 1941; US Gen. Geo Kenney; British WW2 research on creating a tsunami as a weapon. '11											
<b>Norway 1940 #29</b>		<b>102179</b>		<b>\$22.50</b>		<b>New</b>	n				4
Mag & game. ■ Mag & game. Game covers the German invasion of Norway in 1940, a well-planned & rather daring affair. Covers both naval & land campaigns using the Red Dragon Rising game system. Rgt/Brig, 1-12ships/counter & aircraft squadron level. 0.5wks/turn, area move. J.Miranda'13 / ARTICLES ON: Norway 1940, Hitler Turns North; Reinhard Gehlen, Hitler's Shadow General; Fire Land: Soviet Kerch-Eltigen Amphibious Operation, Nov. 1943; Wuhan Campaign, June-Oct. 1938; book reviews; Flying Boats at War; Gerald Ford in WWII; German MG34 Machinegun; Pre-War US Intelligence Efforts in Japan; 1st Fallschirmjaeger v 1st Airborne at Primosole Bridge.											
<b>Operations Olympic &amp; Coronet #27</b>		<b>99327</b>		<b>\$99.00</b>		<b>New</b>	n	OoP			4 1
Mag & games. Major update of the long-popular solitaire game, SPI's Operation Olympic, plus a second companion game. OLYMPIC covers the what-if the US had elected to invade Japan in 1945 and is updated based on new info. CORONET is a new game showing what if the invasion had reached the open plain around Tokyo. 2 maps, 560 counters. Both games can be played as solitaire or 2 player. J.Miranda'12 / ARTICLES ON: Operations Olympic & Coronet, the planned invasions of Japan; Analysis of the Atlantic Wall; the Barbarossa debate; US 9th Armor in the Bulge; US DD Cassin Young in the Pacific; Jimmy Stewart, combat advisor; a 18yo navy recruit recollects Pearl Harbor.											
<b>Operations Olympic &amp; Coronet #27</b>	GMOnly	<b>103985</b>		<b>\$89.00</b>		<b>New</b>	n	OoP			4 1
GamesOnly. ■ GameOnly. Major update of the long-popular solitaire game, SPI's Operation Olympic, plus a second companion game. OLYMPIC covers the what-if the US had elected to invade the southern-most Japanese island, Kyushu, in 1945 and is updated based on new info. CORONET is a new game using the same system depicting the planned, March 1946 invasion of the open plain around Tokyo. Rgt level, 4mi/hex, 1wk/turn, 2 maps, 560 counters. Both games can be played as solitaire or 2 player. J.Miranda'12											
<b>Pacific Battles, Guadalcanal #23</b>		<b>101449</b>		<b>\$32.00</b>		<b>New</b>	n	OoP			3
Mag & Game. Operational level game of the lengthy & bitter land & air battle for (on) Guadalcanal, Aug 1942-March'43. Reflects many elements of the conflict including supply, air & naval power, forts & engineers, artillery, etc. 2mi/hex (covering the entire island), btl level. J.Miranda'12 / ARTICLES ON: Guadalcanal, the battles & the material disparity; Pacific Battles Design notes; D-Day on Sword Beach, a British command failure; the Stalin Line, forts on the Soviet western border; Prisoner #7, the mystery of Rudolph Hess & his flight to England; German heavy AA; Italian partisan attach near Rome & the Ardeatine Caves reprisal, 1944; Indochina during WW2; 17th SS Panzer Grenadier Division.											
<b>Pacific Battles, Nomonhan, 1939 #32</b>		<b>102837</b>		<b>\$22.50</b>		<b>New</b>	n				4
Mag & game. Game uses the Pacific Battles system to cover the 1939 border clash in Mongolia between Japan & the USSR that made Japan keenly respectful of its otherwise vulnerable neighbor. Covers the entire campaign from May to Sept. 1939. 228 counters, rgt level, 2mi/hex. '13 / ARTICLES ON: the Battle of Nomonhan 1939; Analysis of Lend Lease to the USSR; Army Group Courland & the Breakout Strategy, 1944; Command in the Desert: Auchinleck v Montgomery; Op Whiteshot & the Churchill NA75 Tank; Death of the French Fleet, Toulon 1942.											
<b>Partizan! War in Yugoslavia 1941-44 #16</b>		<b>94466</b>		<b>\$22.50</b>		<b>New</b>	n				4
Mag & Game. Minor printing mar along map's center fold line affecting all copies. Game of the lengthy & bitter battle between Axis occupying forces & guerilla resistance fighters in the Balkans from 1941-4. The Yugoslavs must harass the Axis, destroying resources such as warehouses, depots, railroads, etc, while the Axis attempts to prevent this & whittle away at the resistance. Brig/div level, 3mo/turn. J.Romero'11 / ARTICLES ON: The war in Yugoslavia 1941-4; myths & realities of carrier warfare in the Pacific 1941-2; Invasion of Malta 1942; the German raid on Poltava 1944 that destroyed or damaged 68 B-17s in the USSR; de Gaulle's invasion of Miquelon, 1941; Canadian Army deficiencies in 1944-5. '11											
<b>Race to the Reichstag, 1945 #26</b>		<b>103838</b>		<b>\$22.50</b>		<b>New</b>	n				3
Mag & Game. Game focused on the battle for Berlin, April 1945, and akin to Battle for Germany where each player commands Allied forces on one front and German forces on the other. Each area competes for reinforcements & to be the first to capture Berlin. '12											
<b>Rampage / Stalingrad Cauldron #40</b>		<b>107140</b>		<b>\$25.50</b>		<b>New</b>	n				4 1
Mag & 2 games. STALINGRAD CAULDRON is a solitaire game covering a large area around Stalingrad from the time of the German 6th Army's encirclement to its surrender in Jan. 1943. The player commands attacking Soviet forces, with victory hinging on destruction of the 6th Army & capture of geographic objectives. System is similar to but not identical to companion game. 10days/turn, 55mi/hex, div/corp level. T.Bomba'14 / RAMPAGE is also a solitaire game covering the Allied sweep across the heart of France, Aug-Sept 1944, beginning with the destruction of the Argentan-Falaise pocket. Player commands attacking Allied forces, with victory hinging on seizing geographical objectives. 10days/turn, 16mi/hex, div level. T.Bomba'14 / ARTICLES ON: Rampage: the Building & Breaking of the West Wall 1944-5; Operation Uranus & the Destruction of the German Sixth Army 1942-3; Woman in the Wartime Workforce of the US & in Uniforms of many nations; Tanks in the New Guinea Campaign 1942; Japanese Atrocities in Nanking; Imponderables of Omaha Beachhead; Unrestricted Air & Submarine Warfare; review of the movie Fury.											
<b>Rhineland War, 1936-37 #21</b>		<b>96024</b>		<b>\$30.00</b>		<b>New</b>	n	OoP			4
Mag & Game. 2 player game covering the hypothetical events if the French & Brits intervened as Germany attempted to militarize the Rhineland in 1936, precipitating an early war thruout Europe, from Spain to the USSR, at a time when no nation was prepared for such a war. Modeled as a balance between territorial expansion to maximize the chance of gaining allies, and internal political collapse. Corp/army level, 62mi/hex, 1mo/turn. J.Miranda'11 / ARTICLES ON: the Rhineland War of 1936; Rhineland designer's notes; Fall of the Chinese Soviet, and the Long March; RAF Bomber Commands drift toward carpet bombing; Merrill's Marauders in the China-Burma-India theater, 1944; the Franco-Italian Front in May of 1940; Hawker Typhoon & Tempest aircraft; Vichy Gabon during WW2; Doenitz in April 1945; ghost fleet at Suisun Bay, Calif.											
<b>Sedan 1940, Decisive Btl for France #24</b>		<b>98600</b>		<b>\$48.00</b>		<b>New</b>	n	OoP			4
Mag & game. Game of the key portion of the campaign on the west front, 10-17 May 1940, focused in the area around Sedan & just beyond the northern end of the Maginot Line where the German breakthrough occurred. Victory is determined by the number of German units across the Meuse River. Btl level, with air & artillery. 228 counters, 2mi/hex, 1day/turn. P.Youde'12 / ARTICLES ON: Sedan, 10-15 May 1940 & designer's notes; Airpower in the Spanish Civil War; Japanese armor doctrine; Op Carnivore, destruction of Second Shock Army Spring 1942; Vichy Dakar, 1940; cocodiles defeat Japanese on Ramree Island, 1945; 6th Pzr's attack at Kursk; unlucky USS Wm Porter; review of TSWW Balkan Fury.											
<b>Shingle, the Anzio Beachhead #33</b>		<b>102184</b>		<b>\$22.50</b>		<b>New</b>	n				4



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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surcharge Flag	General	Box	Out-of	Errata	Game #-of		
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale	Plyrs
Mag & game. Covers the Allied amphibious invasion at Anzio, Italy, and the difficult fight to breakout of that "self-supporting POW camp." Jan-Mar 1944. The Allies intended to outflank the Gustav Line, and quickly capture Rome. Game is designed as an elaborate folio game, with more counters, rules & chrome than usual but still fast playing. Includes 4 possible goals for each side, with heavy emphasis on off-map action along the Gustav Line. Includes 1km/hex, 1day/turn, 280 counters. E.Harvey, C.Perello'13 / ARTICLES ON: Operation Shingle, the Anzio Gamble 1944; Japanese Military Intelligence & Counterintelligence; KIA US Generals; Siege of Hanko, Finland, 1941; the Vaagso, Norway, Raid, 1941; Mexico in World War II; What If? Austria 1938; Last Raid From Rabaul.										
<b>Soft Underbelly, Southern Italy 1943 #15</b>		<b>94692</b>		<b>\$22.50</b>	<b>New</b>	<b>n</b>				<b>4</b>
Mag & Game. w/48 variant counters for Great East Asian War. Game of the battle for the southern half of Italy in 1943. Modest complexity, 11mi/hex, 2-15days/turn, div level. Includes many what-if possibilities, as well as key elements of the campaign such as secondary invasions, paratroops, airpower, etc. T.Bomba'10 / Aticles on: Allied & German strategy in Italy, 1943 including designers notes; double cross, the war between British MI-5 & German Abwher Intelligence Services; btl of Sangshak (near Imphal), India, 1944; Analysis of the Polish Military in 1939; US Advance to Linz, Austria, May 1945; Radar bombing in WW2; Golden Age of WW2 Humor on TV. '10										
<b>Solomons Campaign 2nd # 2</b>		<b>85704</b>		<b>\$72.00</b>	<b>New</b>	<b>n</b>		<b>OoP</b>		<b>4</b>
Mag & Game. Major update of the SPI game of this name, a low complexity, hi excitement game of air-land-sea combat for Guadalcanal, Aug 1942-Feb 1943. 100mi/hex, 2wks/turn operational, 12hrs/turn tactical. 280 counters, J.Dunnigan, J.Miranda'08 / ARTICLES ON: Warfare in the South Pacific, 8/42-2/43; Bodenplatte 1945, Goering's raid on British airbases; Battle for Gdynia & the Polish Corridor 1939; Strasbourg 1945, First Act of the Cold War.										
<b>South Seas Campaign 1942-3 #18</b>		<b>95290</b>		<b>\$30.00</b>	<b>New</b>	<b>n</b>		<b>OoP</b>		<b>4</b>
Mag & Game. Operational-strategic level game for control of the south seas & sthe shipping channels approach Australia. Includes the campaign for Port Moresby & Guadalcanal. 2-8wks/turn, rgt/div level, 90mi inch. Includes many special features including random events, reinf & withdrawals, invading Australia & the Tokyo Express w/ area move map & 231 counters. Uses the Red Dragon Rising system. J.Miranda'11 / ARTICLES ON: the South Seas Campaign 1942-3 w/ design notes; Battle of Changkufeng Hill, China, July-Aug 1938; Hell in a Cold, Sml Place, Btl of Hatten-Rittershoffen, 1945; Soviet Air Force in WW2; Myths of Singapore's guns; Germany's Titanic; German evacuation of the Baltic 1945; Nazi art theft in WW2; Charlie Bell's War.										
<b>Strike North #35</b>		<b>103846</b>		<b>\$22.50</b>	<b>New</b>	<b>n</b>				<b>4</b>
Mag & game. Game covers the hypothetical situation in mid-1941 had Japan elected to attack the USSR rather than the US & the Commonwealth in December. This would be a delicate move leaving Japan with but a 6month supply of oil to fuel its war effort, but potentially a rich reward in Asian territory. Large scale operational map depicts eastern USSR at 37mi/hex; 1mo/turn; brig/div/corp level. Scenarios allow the war to start in June or July 1941, or May 1939. 228 counters, 37mi/hex, 1mo/turn. J.Miranda'14 / ARTICLES ON: Japan Attacks the Soviet Union, 1941; Stalin's Red Orchestra, Soviet Spies in Germany & Occupied Europe; Hube's Great Escape, the Kamenets-Podolsky Pocket, 1944; the Long Range Desert Group & Special Air Service, 1941-43; Helen D. Longtree & the B-29; the M1 Garand Rifle; German U-Boats in the Far East; the M-2 105mm Howitzer; CDL tanks; light projectors as weapons in WWII.										
<b>USAAF, US Strategic Bombing 1944 # 4</b>		<b>87885</b>		<b>\$65.00</b>	<b>New</b>	<b>n</b>		<b>OoP</b>		<b>6</b>
Mag & Game. Game of the US strategic bombing campaign over Germany in WW2. US player must shorten the war thru successful bombing actions to win. Germans can manage their production; US can target specific industries. Grp/wing, 1mo/turn, 54km/hex. Based loosely on SPI's Flying Fortress. C.Cummins, T.Bomba, J.Miranda'09 / ARTICLES ON: History of Strategic airpower; SAS commando missions in N.Afrika & Germany; the Thai-French War of 1941; Moselle River crossing, Nov 1944; intelligence failures prior to Munich Crisis of 1938; battle for Wake Island, 1941; final battle of the Polish campaign, 1939.										
<b>What IF, Invasion Pearl Harbor #14</b>		<b>105287</b>		<b>\$22.50</b>	<b>New</b>	<b>n</b>				<b>4</b>
Mag & Game. Game of the what-if had the Japanese made good their initial raid on Pearl Harbor with a focused invasion of Oahu in Dec'41. Co lvi with air & naval units; 1mi/hex, 4hrs/turn. A.McGrath, C.Smith'10 / ARTICLES ON: Invasion Pearl Harbor history & designer notes; Greek Civil War 1943-49; Bura 1939, Polish counteroffensive; Economic Strengths & Weaknesses of Japan in WWII; Spanish Blue Div in Russia 1941-4; Indian Army in WW2; Liberty Ships; Wiseman's Cove anchorage at Okinawa; Op Dovetail, Guadalcanal rehearsal.										
<b>Winterstorm, Relief of Stalingrad'42 #36</b>		<b>104210</b>		<b>\$22.50</b>	<b>New</b>	<b>n</b>				<b>4</b>
Mag & game. Game covers the Dec. 1942 effort by a scratch German corp (the 57th Pzr led by von Manstein) to break thru the Soviet forcess encircling Stalingrad to rescue the beleaguered 6th Army. German forces must cross the entire map to break into the Stalingrad pocket. Uses the East Front Battles game system which emphasizes command control. Btln/rgt/brig level, with combined arms assets included. 228 counters. J.Miranda'14 / ARTICLES ON: Winterstorm, the German Offensive to Relieve Stalingrad, Dec. 1942; the British during the Battle of the Bulge; the Axis Visions of the World after Victory; Operation Thursday, Allied airborne landings behind Japanese lines in northern Burma, March 1944; Japanese Nakajima Ki-115 Saber Kamakaze design; US Medics & Evacuations; Yang Kyoungjong, Korean drafted into 3 armies during WWII; Rifle Grenades; Operations Catherine, a British plan to blockade the Baltic early in WWII.										
<b>Dimension Six, Inc.</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Direct Conflict in Dimension Six</b>		<b>58751</b>		<b>\$25.00</b>	<b>Mint</b>	<b>FB</b>		<b>OoP</b>		<b>A</b>
V.simple but intriguing game of a fight to the death between two star empires operating in two different dimensions, with the ability to build links between them. M.Carroll'78										
<b>Second Empire</b>		<b>106664</b>		<b>\$35.00</b>	<b>V.Good</b>	<b>GB</b>		<b>OoP</b>		<b>A 4</b>
Missing 2 ships & 1 blank; ID included & apparent. Many of the white cards are yellowed/sun discolored. ■ Simpler but huge 2-4 player game of a galactic war among the remnants of a once great space empire in which players use different type of ships to explore new worlds, gather resources, discover technology & invade enemy territory. All with the goal of becoming the new empire. '77										
<b>Discovery Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Source of the Nile: TRIBUTARY</b>		<b>39685</b>		<b>\$42.00</b>	<b>New</b>	<b>n</b>		<b>OoP</b>		<b>2 6</b>
w/ price tag on cover. ■ Mag format kit adds log sheets, addtl rules for fast start or time limits, explorer special skills, Boers, special desert & jungle rules, native policies, slave trading, disasters. RECOMMENDED addition to this great gm. '79										
<b>Distant Seas Publishing Co</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Distant Seas</b>		<b>101072</b>		<b>\$29.00</b>	<b>New</b>	<b>BC</b>		<b>OoP</b>		<b>8 M</b>
2-4 players operate tramp shipping lines from the sail, steam or modern era. Bid for loads, then transport them to destination for payoff. Something like Empire Builders at Sea! V.Rood'92										
<b>Distant Seas</b>		<b>10833</b>		<b>\$25.00</b>	<b>Mint</b>	<b>BC</b>		<b>OoP</b>		<b>8 M</b>
Entirely strip punched; Slight spotting of rules. Otherws mint. ■ 2-4 players operate tramp shipping lines from the sail, steam or modern era. Bid for loads, then transport them to destination for payoff. Something like Empire Builders at Sea! V.Rood'92										
<b>Diverse Talents</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>VIP of Gaming Magazine # 1</b>		<b>3824</b>		<b>\$5.00</b>	<b>Mint</b>	<b>n</b>		<b>OoP</b>		<b>Z</b>
ARTICLES ON: capsule reviews; SFB alternate damage alloc system & variant; Twilight 2000 repair kit; alternative magic system for Elfquest; D&D tourneys, plus scenaris; SSG's Btl for Normandy; PBM Global Supremacy; Juna review; fog of war; End of the Iron Dream errata; East Wind Rain variant. '85										
<b>VIP of Gaming Magazine # 2</b>		<b>95969</b>		<b>\$5.00</b>	<b>Mint</b>	<b>n</b>		<b>OoP</b>		<b>Z</b>
Includes Dune & Junta variant inserts. ■ Dune & Junta variant inserts. ARTICLES ON: Assault on Role Playing; interview, sort of, with Greg Costikyan; new Car Wars technologies & scenario; Dune Trechary variant variat with 8 cards; SFB scenario; AD&D rule changes & clarifications; Let your NPC live; state of the art of Mystery Games (clue, 221B); Reviews of Monty's D-Day, Trial of Strength, GDW Op Market-Garden, Superpowers at War; Submarine changes; Junta variant with new counters & cards. '86										
<b>VIP of Gaming Magazine # 3</b>		<b>95970</b>		<b>\$5.00</b>	<b>Mint</b>	<b>n</b>		<b>OoP</b>		<b>Z</b>
Villians & Vigilantes variant with insert. ■ Villians & Vigilantes variant insert. ARTICLES ON: WIF errata, changes & optional rules; MacArthur #44 variant & rules additions; interview with John Astell; Mad Scientist variant for Villians & Vigilantes; sliding tech level scale for Traveller; Super CPs in OGRE/GEV; reviews of Texas Revolution, Europe at War, TSR WWII ETO, Axis & Allies 2nd; Mosby's Raiders, RuneQuest Deluxe, Solitaire Cthulhu, Conan RPG. '86										
<b>VIP of Gaming Magazine # 4</b>		<b>95971</b>		<b>\$5.00</b>	<b>Mint</b>	<b>n</b>		<b>OoP</b>		<b>Z</b>
w/ Mind Duel complete insert. ■ Mind Duel insert. ARTICLES ON: Scenario + new spells for RuneQuest; counter-terrorist ops in RPGs; experimental devices for Paranoia; new Eq for Traveller; new cards for Illuminati; Mind Duel game; analysis of Op Thunderclap; interview with Rick Loomis; reviews of Chill, Custer's Luck #45. '86										
<b>VIP of Gaming Magazine # 5</b>		<b>95972</b>		<b>\$5.00</b>	<b>Mint</b>	<b>n</b>		<b>OoP</b>		<b>Z</b>
ARTICLES ON: law & crime in SciFi RPGs; SFB fast damage allocation; new rules for Dune; drunkenness in RuneQuest + scenario; ambushes in AD&D; Origins '86 report; A&A variant proposals pt.1; reviews of Dark Emperor w/ designer notes, Godfire, WWW Eylau, Torch, Hitler's Counterstroke in France, Main Battle Area. Final issue. Mag split into Battleplan & Space Gamer. '86										
<b>DRSG, Inc.</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>High Seas</b>		<b>16103</b>		<b>\$45.00</b>	<b>Mint</b>	<b>zl</b>		<b>OoP</b>	<b>Err</b>	<b>6 4</b>
Coversheet wrinkled. ■ Coversheet wrinkled. Gm of commanding a pirate fleet in the 17th century Caribbean for 1-4 players. Includes economic & political elements & represents a series study of this short-lived period. 8 historical & 1 generic scenarios. D.Setser, N.Wagner'92										
<b>Eagle Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Attack!</b>		<b>100602</b>		<b>\$15.00</b>	<b>**</b>	<b>New</b>	<b>FB</b>	<b>**</b>		<b>8 6</b>

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Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Flag	Conditn	Type	Print?	Incl?	Scale	Plyrs
Large 2-6 player, area-move game of WW2-era combat w/ 600+ of plastic minis of tanks, planes, artillery & infantry, plus colorful cards for naval & economic resources. Map covers the Americas, Africa & Europe - basically the whole world. The plentiful colorful minis, beautiful world map & simple game system makes for a great game for beginners. Expansion kit available seperately. '03											
<b>Earth Decision Systems</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
<b>Meganation</b>		3991		\$25.00		Excell	HC	OoP		6	M
2-8 player, fast playing game of politics, technology & generational expansion using a fictional world. 1989											
<b>Elfin Works, LLC</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
<b>Conflict of Heroes, Price of Honour</b>		94231		\$36.00	**	New	LB	**		3	
Kit requiring Awakening the Bear or Storms of Steel to play. This one covers tactical combat in Poland, 1939, as first the Germans then the Soviets crush this nation. Adds 2 Polish landscape boards, 2 sheets of early war Polish, German & Soviet AFVs & aircraft, 1 sheet of updated counters, 16 firefights, added rules. '10											
<b>Englemann Millitry Simultn</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
<b>Rise &amp; Fall</b>		103355		\$65.00		Mint	BC	OoP	Err	6	5
Fun game for 1-5 players set during barbarian assaults on Rome. Barbarians mature to become kingdoms, which mature to empires. Players eliminated come back as barbarians & continue cycle. RECOMMENDED. K.Englemann'89											
<b>Rise &amp; Fall</b>		102662		\$59.00		Mint	BC	OoP		6	5
Tape & remanent on side panel & box btm. 2 of 3 countersheets die cut off cether cutting off tip of sword on figure on face of ~20 counters per sheet; cosmetic only, absolutely no effect on use. ■ Fun game for 1-5 players set during barbarian assaults on Rome. Barbarians mature to become kingdoms, which mature to empires. Players eliminated come back as barbarians & continue cycle. RECOMMENDED. K.Englemann'89											
<b>Europa Simulazloni</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
<b>Guelphs &amp; Ghibellines</b>		105855		\$45.00		New	BC	Going		3	
Game of 3 historical battles from 13th century Italy during the long struggle for control of northern Italy. Covers Benevento 1266, Campaldino 1289, Montaperti 1260. Focuses on gradual loss of cohesion & fatigue, and the supremacy of cavalry; uses an activation system. 7 scenarios. P.Federico'10											
<b>Excallbre Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
<b>Ancient Conquest 2nd</b>		96114		\$35.00		New	BC			6	
Update of this oldie game of political & military conflict, 1000-550BC, among the ancient cultures of the Middle East. Playable solitaire, but with up to 4 players. Includes Egypt, Medes, Arameas, Urutu, Assyria, Mitanni, Lysdians, Hittites, Elamites, Jews, Cimmericians, Caldeans, Kassites, Phrygians & other peoples. Realitively simple, with good solitaire ability. 200 counters. '11											
<b>Cassino</b>		90196		\$15.00		Mint	zl			4	
Simple, div level game of the battle for central Italy, 1944. R.Hlavnicka'77											
<b>Conquerors, Romans &amp; Macedonians 2nd</b>		101799		\$60.00		New	BC			6	
Update of 2 games that mate to cover most of ancient Mediterranean. Covers the Greek & the Roman eras, including Alexander's campaigns & the Punic Wars. 2 maps, 1200 countersheet. R.Berg, J.Miranda'11											
<b>Mighty Fortress 2nd</b>		103625		\$30.00		New	BC			6	6
Includes 2009 Setup/Victory Condition card set update. ■ Includes 2009 Setup/Victory Condition card set update. RECOMMENDED 6 player game of reformation, 1532-55, with dual layers of military & religious conflict thruout Europe. Very simple mechanics focused on economics and diplomacy, yet a tense & difficult situation with each player having widely different goals that may change game to game. J.Dunnigan, J.Miranda'11											
<b>Sovereign of the Seas</b>		41677		\$25.00		Mint	FB			A	6
Minor box scuffs, price tage on end panel. Slight spotting of rules, isolated spots on map & couple of cards. ■ Simple, strategic level 2-6 player game of international trading in the 17th-18th Centuries via merchant ships. Like a mix of Rail Baron & Empire Builder, goods available appear in a port by card play, and can be transported for \$ to another port in the world. Pirates, storms & other players may make things tricky. Orig published by LCRL Ent.											
<b>Total War</b>		6047		\$30.00		Mint	zl			4	
Simple tho sizable gm of German invasion of Poland, 1939. '78											
<b>Wings, 2nd</b>		88898		\$38.00		New	BC			1	
Reprint of perhaps the best WW1 air-air game w/upgraded graphics thruout. '93											
<b>FanTac</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
<b>Giac My, Tactical Combat in Vietnam</b>		98654		\$15.00		Excell	Bk	OoP		3	
Minatures game of low level tactical combat in Vietnam in the late 60s-70s, tho applies to other guerrilla wars of the era. Focused on guerrilla warfare & counter insurgency, and aims to cover ANY insurgency in the late 20th century. Includes fatigue, booby traps, hvy weapons & artil, AFVs, melee, aircraft, gas, & TO&E notes. 48pgs. F.MacRae, B.Lutz, AM.Ratner'78											
<b>Fantasy Flight Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
<b>Blue Max, World War I Air Combat, 5th</b>		104129		\$35.00	**	New	FB	**		1	
Colorful update of this classic game of air-air combat during World War I. All graphics are new, and physically substantive, with newly revised rules for 2-6 players (pilots) in a wide variety of aircraft from all the 5-year long First World War. P.Hall'14											
<b>Twilight Imperium 1st BUNDLE</b>		104369		\$35.00	**	Excell	LB	**	OoP	9	6
BUNDLE of T1 1st PLUS Borderlands kit, intermixed, including both boxes. Aging rubber band residue on 3 cards & 1 counter. Several minor creases on box cover. Others EX. ■ Simple, 2-6 player game of galactic expansion via trade, diplomacy & warfare. Players place hex tiles to build the known universe, ala Kings & Things & Settlers Catan. Each player represents a race w/ unique abilities (ala Cosmic Encounters). Colorful components & a very nice blend of nice ideas from other games. C.Peterson'97 / Borderlands is an expansion kit adding 2 additional races, new cards, counters & rules to this game. C.Peterson'97											
<b>Fantasy Games Unlimited</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
<b>Lords &amp; Wizards</b>		105770		\$49.00		Excell	zl	OoP		6	6
Early (& advanced for its time) 2-6 player game with an elaborate mixture of armies, magic, diplomacy & economics. Players represent a lord or a wizard, and support either the cause of Order or Chaos or neutrality. Includes multiple races of humans, orgs, trolls, dragons, elves, etc, as well as taxation (& revolt), land & naval units, missile units, bribery, multiple levels of magic, & much more. Someone was reading Lord of the Rings... A.Gruen'77											
<b>Middle Sea</b>		965		\$42.50		Excell	BC	OoP		6	M
Some coffee stains on back cover of rules. ■ Multi-player game elaborating on Diplomacy w/ written simultaneous orders, set in the Mediterranean, c1200AD. T.Donnely, W.Backhaus'79											
<b>FASA Corp.</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
<b>Noble House</b>		3993		\$22.00		Excell	BC	OoP		A	M
Stock trading in modern Hong Kong. Based on J.Clavell's novel. '81.											
<b>Whirlwind</b>		972		\$15.00		Excell	BC	OoP		A	
Simpler, 2-6 player game based on James Clavell's novel of the final, turbulent days of the Shah of Iran & the Iranian Revolution that finally deposed him in 1979. Players are pilots in a British helicopter coompany seeking to leave Iran with as much loot as possible (situation normal). '86											
<b>Fat Messiah Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
<b>Hard Vacuum</b>		102167		\$11.00		New	Bk			1	
Tactical combat in space between the US Space Patrol and Nazi space Luftwaffe. Uses a playable vectored thrust calc system, and can be adapted to minis play. Packaged in a booklet format w/ color counters on thickstock that must be cut out. '00											
<b>Hard Vacuum: Science Gone Mad Kit</b>		100511		\$12.00		New	Bk			1	
Add-on kit for this game of tactical combat in space between the US Space Patrol & the Nazis. This booklet adds shadow fighters, space battlecruisers, magnetic raiders, the British fleet, plus lots of additional rules. Includes 168 1" cardboard counters '01											
<b>Shapeshifters, 3rd [10th Anniv Edi]</b>		77705		\$12.00		New	Fo	Going		1	M
Update & expansion of FM's first game, a simpler Sci-Fi game w/ higher end DTP graphic qualities. 2-4 players battle as magicians able to assume animal shapes at will. This edition adds expansion counters, new scenarios & new rules. M.Wasson, N.Sofge'03											
<b>Flery Dragon Productions</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
<b>Army of Ireland</b>		106304		\$24.00		New	SB	OoP		3	

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surcharges Flag	General	Box	Out-of	Errata	Game #-of
Specific Condition, Subject, Designer, Year	Only? Part# Publisher Name	Price EA		Conditn	Type	Print?	Incl?	Scale Plyrs
Tactical level game of the battle of Ridgeway in what is now Ontario, Canada. An invading army composed of American Civil War veterans of Irish descent (Fenians) attacks British-held Canada with hopes of exchanging territory there for Irish independence. They encounter a determined Canadian militia & duke it out in 1866. '08								
<b>Autumn Mist, the Battle of the Bulge 3rd</b>	83902	\$19.99		New	SB	OoP		4
Reprinted 3rd ed. Game of the Battle of the Bulge, 1944, with 280 counters. Simpler design. '08								
<b>Final Frontier 3rd</b>	100915	\$17.00		New	SC	OoP		2
Reprint of this small game of human expansion into the solar, from the sun to Neptune w/ die cut counters. Strategic & operational in nature, emphasizing economic development & combat. Played on a color 11x17 map w/ 280 countrs. K.Anderson'08								
<b>Freikorps, Bolsheviks Invade Germany 4th</b>	100913	\$20.00		New	SC			4
3rd reprint of this game of the Bolshevik invasion of Germany, 1920. Now packaged in a box. B.Train'08								
<b>Marcher Lords 3rd</b>	101106	\$19.00		New	SC	OoP		6
Reprint of this simpler game aimed at beginners. Covers the Norman conquest of Wales during the 11th century. Players command Norman Earls or their Welsh foes. The Normans must secure their gains against both Welsh counterattacks and raiding Vikings. 200 counters, area move, 1-3months/turn, 2-4 players, high solitaire suitability. D.Cuatt'08								
<b>War Plan Crimson 3rd</b>	97136	\$20.00		New	SC			4
Reprint of this 280 counter, btln/brig sized game of a hypothetical US invasion of Canada in the mid-1930s, focused on Halifax & Montreal. B.Train'08								
<b>Fifth Column Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
<b>Buena Vista</b>	104786	\$18.00		New	zl	OoP		2
Overly complex, rgt level game of the battle fought near Saltillo in N.Mexico, 22-23 Feb 1847 during the Mexican-American War. 100 counters. R.Miller'92								
<b>Fire Fight Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
<b>Bloodbath at the Sakarya, Aug. 1921</b>	88933	\$16.00		New	Fo	OoP		3
Grand tactical game of a pivotal battle in the Greco-Turkish War. The Greeks attacked toward Ankara, reaching their high water mark in this battle that wasted 18,000 lives. They later halted for lack of supplies, and pulled back on their own. P.Moore'06								
<b>Cossack Revenge, Denekin's Abyss 1920</b>	81931	\$16.00		New	n	OoP		3
Fierce battle for Novorossisk, March 1920, as Denikin attempts to evacuate his 25000 strong White Army in the face of a Red offensive. Included are armor, air, foreign troops, naval bombardment, Cossacks, etc. 1 map, 280 counters that must be mounted & cut apart. 1mi/hex, co/btl level, 12hrs/turn. Up to Moore's usual standard for proof reading. P.Moore'07								
<b>Deep Into the Bekaa, June 1982</b>	87640	\$16.00		New	Fo	OoP		2
Game of the tank battles between T-72 & Merkava tanks in the last hours of the Israeli offensive into Lebanon, 1982 as the Israelis attempt to grab territory prior to a ceasefire taking effect. Israeli advanced elements run into fresh Syrian units of the 3rd Armored div. Counters represent individ AFVs, aircraft or inf AT teams. 324yd/hex, 5min/turn, 280 counters that must be mounted & cut apart. P.Moore'08								
<b>Eastern Operatn, Jap.Conquest of Hawaii</b>	95716	\$19.00		New	Fo	OoP		4
Interesting game of what of one of the great hypothetical opportunities of WW2, a Japanese invasion of Oahu in the Hawaiian Islands as a follow up to the raid on Pearl Harbor. Includes 2 maps, one operational & one tactical; air, naval & ground units included. P.Rohrbaugh, P.Moore'06								
<b>Fighting the Taliban, Operation Sherdil</b>	89708	\$16.00		New	Fo	OoP		4
Game of Pakistan's Operation Sherdil, Aug 2008, in which they attempt to prevent the fall of the city of Khar to the Taliban but turned into a difficult effort to clear the Taliban from the Bajaur district over three months. 184 counters that must be mounted & cut apart, 11x17 map, 6days/turn, 0.5mi/hex, co/btl level. P.Moore'09								
<b>Fischfang, Smashing the Anzio Beachhead</b>	83578	\$16.00		New	n	OoP		3
Game depicting the German attack beginning 16 Feb 1944 intended to drive the Allies into the sea at Anzio. Pltn/Co/Btl level, 400yd/hex, 8hrs/turn. 280 colorful, unmounted counters. P.Moore'07								
<b>Heroic Frenzy, Stamping Out the RedVirus</b>	83116	\$16.00		New	Fo	OoP		4
Operational level game of the White's Northwestern Army's assault on the Red-held Petrograd at the high tide of the White Army's success, late 1919 during the Russian Civil War. In a near-run battle, the Reds turned the White army back. w/ 280 counters that must be mounted & cut apart, 11x17 map. P.Moore'07								
<b>Kahovka, Wrangel's Kursk Oct. 14 1920</b>	80973	\$16.00		New	zl	OoP		3
Grand tactical game of the final, climactic battle of the Russian Civil War as Wrangel assaults a fortified town of Kohovka with massed tanks supported by bombers. 800yd/hex, hourly turns, co/btl level. Counters must be mounted & cut apart. P.Moore'07								
<b>One Bullet for Every German, Warsaw 1944</b>	79634	\$25.00		New	Fo	OoP		3
Larger, 2-map, 350 counter game of both the 1944 Warsaw uprising thruout the city AND the battlefields to the east where the Germans smashed the Soviet 3rd Tank Corp at the time of the uprising. Counters must be mounted & cut apart. P.Moore'07								
<b>Operation Leopard, Assaulting Leros 1943</b>	81933	\$22.00		New	Fo	OoP		3
DTP game w/ 2 11x17 maps, 280 color counters that must be mounted & cut apart. Covers the tense, 4 day, daring assault on Leros by German paratroops & special amphibious forces that took the Brits entirely by surprise. P.Rohrbaugh,P.Moore'06								
<b>Pare Los Facists! [Stop the Facists]</b>	85085	\$16.00		New	n	OoP		3
Tactical level game of a key battle in the Spanish Civil War. German armor meets Russian T26B tanks on the road to Corruna, Jan.1937 in a battle that foiled the Nationalist offensive and its drive on Madrid. 280 counters that must be mounted & cut apart. P.Moore'08								
<b>Resistance is Not Futle, Warsaw 1943</b>	92154	\$15.00		New	Fo	OoP		2
Sqd/platoon level game of the Warsaw Uprising of April 1943. The Germans must quell the rebellion on an area move map of the Warsaw ghetto without taking excessive losses. 100yd/hex, 2-3days/turn. P.Moore'08								
<b>Rommel in France, Dinant, May 1940</b>	95719	\$16.00		New	Fo	OoP		3
Simple game of the battle between French & German armored forces near Dinant, 12-15 May 1940. 1.5hrs/turn, btl level, 1mi/hex. Counters must be mounted & cut apart. P.Rohrbaugh'09								
<b>Slaughter &amp; Carnage, Kursk's Stalingrad</b>	92152	\$23.00		New	Fo	OoP		3
Larger DTP game of the savage battle for a small village, Ponyri Station, that was astride the Soviet 2nd line of defense on the northern side of the Kursk salient. The Germans assigned 3 divisions to breakthru here against a Soviet regt assigned to defend at all costs -- and supported by a full artl div. 2 maps, 350 counters that must be mounted & cut apart. '06								
<b>Zolfaqars Blow, Straights of Hormuz 2010</b>	104661	\$25.00		Mint	Fo	OoP		3
Operational & tactical level game of possible naval clashes between Iran & the US in the Straits of Hormuz in the near future. Scenarios include the key possibilities of individual warships being swarmed by fast attack craft armed with anti-ship missiles, or Iranian assets assaulted by US airpower. 5mi/hex op, 500yd/hex tac. '08								
<b>Fresno Gaming Association</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
<b>Civil War Classic: Pea Ridge &amp; Shiloh</b>	975	\$49.00		Mint	BC	OoP		4
Cherry. ■ Graphic upgrade & minor redesign of 2 of SPI's better Civil War quad games. Demi-brig scale. M.Crane, T.Shrum, R.Whitney'91								
<b>Defiant Holland</b>	77943	\$25.00		Mint	n	OoP		2
Includes 2 Empire of the Sun errata counters, 2 Brother Against Brother counters. Simpler game of the invasion of The Netherlands, May '40, using FGA's Op Crusader system at btln/rgt level. New design. Good sized, colorful game. '92								
<b>Eagle and the Sun</b>	94247	\$80.00	**	Excell	zl	** OoP	Err	6
Complete & 10% punched & v.clean. ■ Unsuccessful 7 map, 2532 counter attempt to remake War in Pacific. Scenarios for the attempted relief of Wake Is, a what-if of a well equipped carrier defense of the Gilbert Is., war in the 1930s, Burma 1944, Midway, Guadalcanal campaign, Leyte, Philippine Sea, Santa Cruz Is. Stunning components but largely unworkable game system. '91								
<b>Game Designers Workshop</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
<b>Agincourt 1415, Battle of... 2nd</b>	49278	\$45.00		Mint	SB	OoP		2
Cherry. ■ Simpler game of disastrous French loss to English near Calais, Oct 1415. M Miller '78.								
<b>Burma</b>	107192	\$89.00		Mint	zl	OoP		4
Cherry. ■ Detailed rgt/brig level game of the entire campaign in Burma & India, Dec 42-May 45. Rules for Chinese intervention, Merrill's Marauders, para troops & LRP's, road building, supply, etc. Both subject & the game are rare. 1mo/turn, 240 counters. B.Fowler'76								
<b>Citadel, Battle of Dien Bien Phu</b>	106094	\$149.00		Excell	FB	OoP	Err	2
26% punched, missing 2 (of 46) trench markers; copy of countersheet included to document. Smll ink bleed stains at edge of 2 charts, TRC mildly sun faded. 1 end panel tear & 1 corner repaired w/ magic tape. Components otherwise clean. ■ Tightly designed, detailed co-btln gm of Vietminh siege of isolated French fortress at Dien Bien Phu, Spring 1954. French resist heroically against repeated, determined Vietminh maneuvers & assaults. Rare & RECOMMENDED. 7 scenarios & 55 day campaign. F Chadwick '77								

Email us anytime at M.Dean@FineGames.com, phone 541-756-4711 between 10am-9pm PST, FAX (702) 926-5205, or write 2078 Madrona St., North Bend OR 97459-2143 USA.									
Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surchage Flag	General	Box	Out-of	Errata	Game #-of	
Specific Condition Subject Designer Year	Only? Part# Publisher Name	Price EA		Conditn	Type	Print?	Incl?	Scale	Plyrs
<b>Command Decision 1st</b> Original printing. ■ Miniatures-oriented tactical armored combat in WW2 game system. F.Chadwick'86	80459	\$12.50		Mint	BC	OoP		2	
<b>Command Decision 1st</b> Bastogne scenario booklet removed & not included; otherws mint. ■ Miniatures-oriented tactical armored combat in WW2 game system. F.Chadwick'86	80828	\$10.00		Excell	BC	OoP		2	
<b>Coral Sea, 2nd</b> 1 of 2 staples no longer binding all rules pages. Blank backsides of units color colded. ■ Detailed, strat-op lvl 4scenario gm of carrier btls in Coral Sea, Spring'42, including the namesake battle. Complete air & surface combat. 1st of 3 gms using this system. M.Miller'76	85686	\$33.00		V.Good	zl	OoP		2	
<b>Dark Nebula, Battles for the Stars 2nd</b> 1 counter missing & replaced w/ a larger but otherwise nearly identical counter from another game. 2 box corners repaired & sml creases on 2 box corners repaired. ■ Battle for dominance between 2 space empires played on a varying hexmap of space. Takeoff on Imperium using 8 sml geomorphic maps & unknown opponents Enlarges the scope of the game without making bogging it down in details. 120 counters, many ship types. 2nd edition was packaged in a half-case box with new artwork. M.Miller'80	106494	\$25.00		Excell	HC	OoP		9	
<b>Fifth Frontier War</b> Missing 2 casualty markers & 1 ship counter (ID included & duplicate ship included in counterset). 1 box side edge panel bowed & heavily creased from poor storage. 2 side seam tears repaired. ■ Large, stand-alone game that also integrates with Traveller RPG. Interstellar war between 2 races in space & on planet surfaces. Resembles an elaborated Imperium. M.Miller, F.Chadwick, J.Astell'81	106500	\$39.00		V.Good	FB	OoP	Err	8	
<b>House Divided, 2nd</b> Crease along left side of box cover. Superset of counters: all orig counters PLUS 73 markers taken from 1st ed game (many showing counter wear). Leader markers misprinted in all copies of this game. ■ Leader markers misprinted in all copies of this game. Simple, RECOMMENDED game of the American Civil War using an area move system. Quite popular & good w/ beginners. 2nd ed adds several significant optional rules including leaders plus yearly scenarios for '62-64. F.Chadwick'89	98688	\$38.00		Excell	HC	OoP	Err	6	
<b>Kasserine Pass, 2nd</b> Rules highlighted in yellow. '77 ■ Red box. Btlm lvl battle for Kasserine, Feb '43. Simple, fast & exciting game of the Afrika Korp's last best chance to stave off defeat. J Hill, F.Chadwick'77	1113	\$39.00		Excell	FB	OoP		4	
<b>Lobositz, Battle of...</b> Cherry. ■ Game of the German invasion of Norway & Denmark & possibly Sweden using either a custom system or the Europa game system. German must enact a swift, efficient occupation of this huge, sparsely populated & mountainous country in the face of British naval & land interference. Colorful, well balanced w/ lo unit density. F.Chadwick, 300 counters, 2 maps, btlm/rgt/div level. R.Banner'74	6545	\$35.00		Mint	zl	OoP		2	
<b>Narvik, 1st</b> Cherry. ■ Game of the German invasion of Norway & Denmark & possibly Sweden using either a custom system or the Europa game system. German must enact a swift, efficient occupation of this huge, sparsely populated & mountainous country in the face of British naval & land interference. Colorful, well balanced w/ lo unit density. F.Chadwick, 300 counters, 2 maps, btlm/rgt/div level. R.Banner'74	107206	\$55.00		Mint	zl	OoP		4	
<b>Normandy Campaign, Beachhead to Breakout</b> Some minor concaved creasing on box top. ■ Double-blind game of the campaign in Normandy thru mid-August, D+1 to +75. Div level. 2 sml maps, 240 counters, 10km/hex, 2 scenarios (Normandy & Beach to Breakout). B.Knight'83	101701	\$35.00		Mint	HC	OoP	Err	4	
<b>Operation Crusader</b> Complete. Box edges worn w/ repairs to corners & some edges (some in scotch tape); 2 corners repaired. 3" square clear packing tape on box cover w/ writing below. Minimal annotations in rules & charts per errata. Overall in very good condition with much life left. ■ HUGE 5 map, 2400 counter game of grand tactical battles in N.Africa, May-Dec'41. Covers area around Tobruk to Sidi Barini at company/btlm level. Op Brevity (May) and Battleaxe (June) are small, very managable scenarios used to introduce the system; Crusader (Nov-Dec) is the BIG one. Command & Control, logistics, air support & combat, tank breakdown & recovery, weather, ranged fire, rest & refit, morale--its all there. 1 player per division + an army commander recommended for each side for team play (up to 10 people). 1hr/turn. Co/btlm leel. A labor of love by F.Chadwick'78	104227	\$299.00 **		V.Good	FB **	OoP		3	M
<b>Pearl Harbor, 2nd</b> Components cherry. ■ Strategic lvl 2map 840 unit game of the entire War in Pacific in 2 scenarios & campaign game. Includes China, India & the Soviet Union & many What-If variants. 2nd ed colorizes the map. J.Prados'79	1135	\$75.00		Mint	FB	OoP	Err	6	
<b>Prague, Battle of...</b> Freddy the Great's defeat of the Austrians near Prague, 1757, using the Lobositz/Series 120 game system. Freddy flanks & later destroys the Austrian right wing. 120 counters. F.Chadwick'80	6568	\$25.00		Mint	SB	OoP		2	
<b>Prague, Battle of...</b> Cherry ■ Freddy the Great's defeat of the Austrians near Prague, 1757, using the Lobositz/Series 120 game system. Freddy flanks & later destroys the Austrian right wing. 120 counters. F.Chadwick'80	1067	\$26.00		Mint	SB	OoP		2	
<b>Road to the Rhine [Green]</b> Green box. Very clean. ■ Green box. Div level drive on the West Wall, Sep 44-Apr 45, w/ innovative multi- impulse move. F.Chadwick'79	107211	\$45.00		Mint	FB	OoP	Err	4	
<b>Russo-Japanese War</b> Two game set with mating rules. Cherry. ■ 2 stand-alone but mateable games: Port Arthur (covering the land campaign) & Tsushima (covering the naval campaign). Together, covers the 1904-5 war in which Japanese eventually destroyed the Soviet Pacific Fleet & captured Korea in the process. 416 counters, 2 maps, 1mo/turn, rgt/div level, indiv ships. M.Miller'75	107193	\$99.00		Mint	zl	OoP		4	
<b>Stand and Die, Btl of Borodino 1941</b> 2 corners repaired, box litley scratched & scuffed all over. 1" stain on rules cover. ■ Slick, glossy but underdeveloped gm in which 2 crack Pzr divs attempt to blow thru a single Siberian Inf div & scratch forces defending the hiway to Moscow, Oct'41. 736 counters, 2 mounted maps, 3 btl scenarios + the 5 day campaign. 500m/hex. F.Chadwick'91	90732	\$35.00 **		Mint	GB **	OoP	Err	3	
<b>Suez '73</b> 2 corners repaired. Entirely strip punched, complete. Box edges show some wear, with several creases on box cover. Box btm has a 6" seam tear repaired. Components clean. ■ Operational lvl game of battles on the lower Suez centered around Chinese Farm, where the Israeli's crossed the Suez Canal into Egypt, during '73 Yom Kippur War. Co/btlm/brig level, 1.5km/hex, 2 countersheets, 12hrs/turn. Uses the detailed White Death system. F.Chadwick'81	103296	\$35.00		Mint	FB	OoP		2	
<b>Team Yankee</b> No counter tray. Cherry. ■ Modest complexity game focused on leading a tank company into combat in the mileau of WWII. Each side has distinct advantages. Fast playing. Uses First Battle system rules, and is based on the novel by same name. 8 scenarios, 240 counters, 200m/hex. M.Miller, F.Chadwick'87	91335	\$27.00		Mint	BC	OoP	Err	1	
<b>Their Finest Hour, 1st</b> Includes 4/76 errata w/ supplemental counters & revised Europa ruleset. Very clean. ■ Includes errata countersheet. 3 distinct games included: both an Europa-level & a squad-level air combat games of the Battle of Britain, & a game of the hypothetical Sealion naval & ground invasion of Britain. Ambitious attempt to cover both the Battle of Britain and Sealion. Includes the entire British & German navies. 2 maps, over 1000 counters. Europe std is 16mi/hex, 2wks/turn; Detailed aire game is 12-23 turns (4days/turn). Sealion is 5.3mi/hex, 4days/turn. M.Miller, P.Banner, F.Chadwick'76	107202	\$75.00		Mint	zl	OoP		4	
<b>Third World War: Battle for Germany</b> Cherry mint. ■ Detailed brig/div lvl gm of war thruout Central Europe in late '80s. Strat/op focus. First in TWW series, mates w/others to cover future war thruout Europe. F Chadwick '84	106960	\$49.00		Mint	HC	OoP	Err	4	
<b>Torgau</b> Rules underlined in ink. ■ Early, rgt-level game of decisive battle of Frederick the Great's 7 Years War in 1760 between the Prussians & Austrians. Btlm/rgt level, 200yd/hex. F.Chadwick'74	85676	\$60.00		V.Good	zl	OoP		2	
<b>Verdun, 2nd</b> Some circular stains on box cover. Rules highlighted in yellow. '78 ■ Btlm lvl gm of German attritional offensive, Feb 1916. J Hill, M.Miller'78.	1185	\$49.00		Excell	FB	OoP	Err	2	

Game Publicatns	GAME FIX	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205	anytime
<b>Among Nations #9</b> Mag & game. Simpler, colorful 3-6 player game of horsetrading among nations. Players try to further their own agenda while hindering that of other players. Cards must be cut out prior to play. D.Verssen'95 / Articles on industry news; strategy in Among Nations; interview with Richard Dengel, designer; Van Dom's Raid at Holly Springs, Dec 1862, scenario for Rebel Yell; optional rules for Ancients; state of the hobby by Jack Greene.	10815	\$9.00		Mint	n	OoP
<b>Among Nations #9</b> Mag & game. Simpler, colorful 3-6 player game of horsetrading among nations. Players try to further their own agenda while hindering that of other players. Cards must be cut out prior to play. D.Verssen'95 / Articles on industry news; strategy in Among Nations; interview with Richard Dengel, designer; Van Dom's Raid at Holly Springs, Dec 1862, scenario for Rebel Yell; optional rules for Ancients; state of the hobby by Jack Greene.	22929	\$10.00		New	n	OoP
<b>Ancients: Thapsos &amp; Alexandria #1</b> Mag has 1x2.5" inventory label on cover. ■ Mag + Game. Mag & 2 stand-alone games using the popular Ancients game system w/ historical maps & units. THAPSOS is a land battle late in the Third Punic War as impetuous Romans overrun Carthaginian lines; ALEXANDRIA is a naval btl during the Roman siege of Alexandria. B.Banks'94 / ARTICLES ON: transition of the Roman Republic to the Roman Empire, Octavian & the Roman Legion; Origins 1994; life of an unwilling game buyer in 1994.	22897	\$15.00		New	n	OoP
<b>Bombs Away! Air War Over Europe #4</b> Inventory label on cover of mag. ■ Mag & game. Small card game of the strategic air war over Germany late in WW2. The allies strive to reduce Germany's ability to continue the war, while German defenses try to parry attacks. Also includes new map for Ancients. M.Anderson'95 / ARTICLES ON: US light division; the German air attack on Soviet railway system, 1944, Op Zaunkonig; the air war over Germany; battles during Desert Storm, 1991; reviews of XTR's Gettysburg & Fateful Lightning, with errata for the latter.	86760	\$11.00		Mint	n	OoP
<b>Bombs Away! Air War Over Europe #4</b>	32033	\$12.00		New	n	OoP



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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surcharges	General	Box	Out-of	Errata	Game #-of		
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale	Plyrs
<b>See page 1 for an explanation of the various codes &amp; column data used in this catalog.</b>										
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<b>Chicken of the Sea #3</b>		5895		\$10.00	Mint	n	OoP			1
Mag & Game. Sml game of naval combat between oar-powered galleys in the 1st Punic War. '94										
<b>Chicken of the Sea #3</b>		22909		\$15.00	New	n	OoP			1
1x2" inventory sticker on mag cover. ■ Mag & Game. Sml game of naval combat between oar-powered galleys in the 1st Punic War. '94										
<b>Crisis 2000, Insurrection in the US #2</b>		5604		\$8.00	Mint	n	OoP			8
Mag & game. Area-based, sml game of a survivalist-minded rebellion in the US in the 21st century. Played on an area map of the US with 100 die-cut counters. Goal is to win the hearts & minds of the American populace thru military, political & social means (including use of the internet). J.Miranda'94 / ARTICLES ON: the balance of power in 21st century US & the battle for cyberspace; reviews of MIH Ring of Fire & GMT's BtIs of Waterloo.										
<b>Crisis 2000, Insurrection in the US #2</b>		22905		\$9.00	New	n	OoP			8
1x2.5" inventory label on mag cover. ■ Mag & game. Area-based, sml game of a survivalist-minded rebellion in the US in the 21st century. Played on an area map of the US with 100 die-cut counters. Goal is to win the hearts & minds of the American populace thru military, political & social means (including use of the internet). J.Miranda'94 / ARTICLES ON: the balance of power in 21st century US & the battle for cyberspace; reviews of MIH Ring of Fire & GMT's BtIs of Waterloo.										
<b>Foxhole #10</b>		97484		\$15.00	Mint	n	OoP			1
Mag & Game. Simple, small, fast playing low level tactical game w/ 6 scenarios of prototypical situations on the east front in WW2. 32pg mag resurrects Game Fix tho the content is rather sparse; editorial dated 1999, cover dated Q2'2000, and actually published Q2'2001. ARTICLES ON: military updates; history of the raid on St. Nazaire 1942; the U-Boat war in WWI; reviews of Fleet Command PC & Rogue Spear PC; commerce on the internet c.2000. '01										
<b>Redline Korea #6</b>		84906		\$20.00	Mint	n	OoP			6
Mag & game. Strat, div/corp lvl gm of future war in Korea, c.2000. The North Koreans attack the South once again defended by quickly mobilized UN forces. Weekly turns, 33km/hex, 120 counters & smaller map. J.Miranda'95 / ARTICLES ON: changes in direction for Game Fix; Munda 46BC scenario for Ancients; the situation in Korea, mid-1990s; strategy in WWW Barbarians.										
<b>Winceby, Btl of the English Civil War #5</b>		92197		\$14.00	Mint	n	OoP			3
Mag & Game. Sml simple gm of the Oct 1643 using Royalists & Roundheads system. R.Markham'95										
<b>Game Theory &amp; Design</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Napoleon's Italian Campaign</b>		98687		\$25.00	Mint	BC	OoP			6
Complete. All counters loose from tree in strips; none punched. Ding & abrasion to one box corner leaving a smal bare spot exposed. Otherwts mint. ■ Simpler, area move game of Nap's campaigns in Italy, 1796-1800. Mates w/ 2 other gms in series for entire Nap Wars. J.Angiolillo'83										
<b>Gamelords Ltd.</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Traveller: Pilots Guide to Drexithar</b>		98106		\$12.00	Excell	Bk	OoP			1 M
Few scattered spots or stains in rules. ■ Booklet providing an indepth look at the Drexithar subsector of space between the Imperium & the Aslan Empire & Solomani Confederation. Describes 24 planets with procedures to create your own. A.Keith'84										
<b>Gamers (% MMP)</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Afrika, North African Campaign '40-2</b>		6540		\$45.00	Mint	HC	OoP	Err		4
Cherry. ■ Fast, simpler game of the entire campaign in Western Desert, Sept 1940-Nov 1942. 5 short scenarios & 2 campaign games of varying lenth. Includes coverage of Malta, Romel & supply. Btln/rgt lvl. 2nd in Std Combat series, w/ 1.5 ed rules. 5 scenarios + 2 campaigns. D.Essig'93										
<b>April's Harvest, Battle of Shiloh</b>		97555		\$24.00	New	BC				2
Game of the battle of Shiloh, April '62, the 9th in the Gamers' Civil War Brigade series. Confederate forces under Johnston surprise Grant's scattered & ill-prepared forces just west of the Mississippi in southern Tennessee. Initially successful, the heavily wooded area & the confused battle make command control difficult, and Grant's arrival with reinforcements saves the day & eventually turns the Confeds back. Includes 2nd ed series rules, 280 counters, 4 scenarios. A.Wambold'95										
<b>Aspern-Essling</b>		49272		\$45.00	New	BC	OoP			2
V.3 of Napoleonic series. Covers the battle of Aspern-Essling in 1809. J.Malone'99										
<b>August Fury, Second Battle of Manassas</b>		1006		\$60.00	Mint	BC	OoP			2
Cherry. ■ Third gm in the Civ War series. Covers the Confed attack that turned back the Union armies, Aug '62. D.Powell'90										
<b>Black Wednesday</b>		101345		\$34.00	New	BC	Going			3
Large gm of the defense of the elite Spanish Blue division against a Soviet combined arms offensive to intended to enlarge the narrow supply line to Leningrad in early 1943. Massive bombardments precede wave attacks against entrenched Spanish forces. 7th game in the detailed TCS Tactical Combat System. Includes 3rd ed series rules, 2 maps, 1040 counters, 8 scenarios. D.Friedrichs'95										
<b>Burma, Campaign in Northern Burma 1st</b>		95829		\$59.00	Mint	BC	OoP			4
Couple of creases on box cover. No die. w/ v2.0i std rules. ■ w/ v2.0i std rules. Detailed operational combat system game of the lengthy campaign at the Indian border with Burma, 1944. 5 short scenarios & 3 campaign games. Btln/brig lvl. 2 maps 800 counters. D.Friedrichs'99										
<b>Champion Hill, Road to Vicksburg</b>		103640		\$23.50	New	BC				4
10th gm in the Gamers' Civil War Brigade series. Covers the Confederate defeat in May 1863 in rough terrain outside Vicksburg as the Confeds sortie to deal w/ Grant who is operating in their rear. W/ variants covering addtl reinforcements, earlier starts, not splitting up Confederate forces, arrival of Johnson's relief force. 2nd ed series rules, 1 map, 280 counters, 5 scenarios. K.Jacobson'96										
<b>Circus Minimus</b>		107039		\$18.00	New	zI				1 M
Fast paced, modestly simple, 2-7 player game of chariot racing (& bashing). Purchase your chariot & weapons, then race your chariot in a game where anything you can do to competing players is fair game. Closely akin to Circus Maximim by BL/AH. D.Essig'01										
<b>Embrace an Angry Wind</b>		6543		\$79.00	Mint	HC	OoP			2
One box seam mauled, split & repaired; otherwise M. ■ 2nd ed, Rev, CWS rules, #7 in series. Brig lvl gm of Nashville campaign, Nov '64. Covers separate btIs of Spring Hill & Franklin on 2 non-mating maps. 4 scenarios. D.Essig'92										
<b>Force Eagle's War</b>		1018		\$32.00	Mint	BC	OoP			2
Cherry. ■ Tac Combat system applied to modern combat in mid-East. W/ 9 scenarios assuming US v USSR combat around Israel in '90s. Large, 2 map, colorful & detailed 800 counter game. D.Essig'91										
<b>Gaines Mill, Btl of Seven Days June 1862</b>		83918		\$49.00	New	BC	OoP			3
1st of a trilogy of games on the Seven Days Battles, and 11th game in the Gamers' Civil War Brigade series. Covers key battles of at the beginning of the Seven Days Battles, June 1862, near Richmond. Union V Corp is attacked by Confed forces while separated from the main army by a river. Both sides are reinforcing, including a force led by Stonewall. Includes 3 maps, 280 counters, 5 scenarios & campaign game. Brigade level, 200yd/hex. D.Powell'97										
<b>Gamers Repl Counters 1992</b>		65250		\$15.00	New	n	OoP			Z
Repl counters (only) for ITQF 2nd (1), BRS (16), B110 (1), ObjS (1) FEW (2), Omaha (56) SP (18), GB (42), EAW (2), BV (1), Total 140. '92										
<b>Gamers Repl Counters 1995</b>		66169		\$16.00	New	n	OoP	Err		Z
Repl counters for BlkWed (2), Hunters (1), Perryville (38), CivWar series (47), April's Harvest (2), GD'40 (26), Tunisia (4). Total 140. '95										
<b>Gamers Repl Counters 1998</b>		64780		\$17.00	New	n	OoP	Err		Z
Repl counters & errata for Gaines Mill (1), Semper Fi (1), GD'41 (1), Semper Fi/Raging Storm (83), Stalingrad Pkt II (5), OCS supply markers (32). Total 140. '98										
<b>Gamers Repl Counters 2000</b>		60819		\$29.00	New	n	OoP			Z
140 Repl counters for various Gamers games. Several games represented but not identified on countersheet. This Hallowed Ground (13), Hube's Pocket (1), Aspern-Essling (3), April's Harvest (1), Marengo (1), Enemy at Gates (112), Tunisia (20). Total 140. '01										
<b>Guderian's Blitzkrieg</b>		104151		\$75.00	Mint	BC	OoP			4
Box btm crease & concaved. Sml puncture to 1st pg of rules (repaired). Lite 2" stain to all pages of rules. Basically an unused copy not well cared-for. ■ Detailed op lvl gm of Germans' right wing's advance on Moscow, Sept-Dec'41, using the Operational Combat game system. Very colorful game that rewards careful, detailed planning. 1260 counters, 2 maps, 8 scenarios. D.Essig'92										
<b>Guderian's Blitzkrieg</b>		1021		\$89.00	Mint	BC	OoP			4

Email us anytime at [M.Dean@FineGames.com](mailto:M.Dean@FineGames.com), phone 541-756-4711 between 10am-9pm PST, FAX (702) 926-5205, or write 2078 Madrona St., North Bend OR 97459-2143 USA.

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surchage Flag	General	Box	Errata	Game #-of
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print? Incl? Scale Plyrs
Some slight creasing of cover. Components cherry. ■ Detailed on lvi gm of Germans' right wing's advance on Moscow, Sept-Dec'41, using the Operational Combat game system. Very colorful game that rewards careful, detailed planning. 1260 counters, 2 maps, 8 scenarios. D.Essig'92							
<b>Hunters from the Sky</b>		89437		\$45.00	New	BC	OoP 2
Tactical Combat series #6 game of the German airborne invasion of the main airfield on Crete, May 1941. Entire invasion hinges on the Sturm rgt capturing the airfield so more heavily armed reinforcements can land to secure the island. Platoon level, modest complexity, 20min/turn, 125yd/hex, 2 maps, 840 countrs, 4 scenarios. W.Graves'94							
<b>Leros, the Island Prize</b>		89443		\$34.00	New	BC	Going 2
Platoon/single AFV scale game of the German invasion of Leros in the Eastern Med, Nov'43, that deterred Turkish involvement in WW2. Allows the German player to plan invasion, site & reinf schedule. Includes v3.1 ed of Tactical Combat Series system rules, 3 maps, 560 counters, 5 scenarios. D.Friedrichs'95							
<b>Malvern Hill, Battles of Seven Days V.3</b>		95176		\$52.00	Mint	BC	OoP 3
Concave crease on two box cover corners. Components v.clean. ■ w/ v3 std rules. Third in a trilogy using Gamers' ACW system. Covers the action at the end of the 7 Days Campaign during the last week of June 1862, including battles of Freyser's Farm & Malvern Hill. Brig lvi. 3 maps, 280 counters. D.Powell'99							
<b>Marengo</b>		95742		\$21.00	New	BC	Going 2
Volume 2 of the Napoleonic Brigade series, w/2nd ed series rules. 4 scenario rgt/brig lvi gm of French attack on the Austrian rear in NW Italy, June 1800. 1 map, 280 counters, 4 scenarios. D.Powell'95							
<b>No Better Place to Die, Murfreesboro</b>		99555		\$45.00	Mint	HC	OoP 2
Cover of std rules booklet sun yellowed. Otherwys cherry. ■ Modete complexity game of the battle of Murfreesboro (Stones River), Dec'62-Jan'63, in 4 scenarios & campaign game. While the Confederate offensive failed to destroy Rosecran's Union army, it did stop its advance until the fall of 1863. 280 counters, 30min/turn, 200yd/hex. 8th game in the Gamers' Civil War Brigade game series, w/ 2nd ed series rules. D.Powell'94							
<b>This Terrible Sound</b>		85543		\$95.00	** New	DC **	Going 4
Definitive game of the battle of Chickamaugua, using the Gamers' recommended Civil War system now applied to a regt level (Line of Battle Civil War Regimental series). Battle took place in Sept 1863 in northern Georgia & cleared the way for the Union assault on Atlanta the next year. 15min/turn, 110yd/hex. w/ Series rules v3, 4+2 maps, 1960 counters, 12 scenarios. D.Powell'00							
<b>Tunisia</b>		99473		\$119.00	New	BC	OoP 2
Minor ding to one box btm side edge; crease extending from upper corner of box corner. ■ Detailed, btl/lvi gm of the Tunisian campaign, start to finish, Nov'42 - May '43. Includes rules allowing much strategic flexibility to Axis in reinforcing or withdrawing from N.Africa. Accessible due to low number of units, yet Wild & wooly! Includes 2 maps, 780 counters, 6 scenarios plus optional rules for Enemy at the Gates that reflect the decisions the Axis could have made regarding Tunisia. Btl/n/regt level, 3.5days/turn, 5mi/hex. HIGHLY RECOMMENDED. D.Essig'95							
<b>Yom Kippur</b>		107041		\$24.00	New	BC	3
4th game in the Std Combat game series. Modest complexity game of the Egyptian attack along the Suez, Oct '73, and the Israeli counterattack that surrounded an entire Egyptian Army by crossing into Egypt proper. A game of maneuver & position, with bitter fighting, aimed at securing a good position when a cease fire is declared. 280 counters, 1 map, 6 scenarios. Co/Btl/Rgt/Brig level, 1-2days/turn, 2mi/hex. A.Sandrick'95							
<b>Games Research &amp; Design</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime							
<b>Damned Die Hard, Philippines '41</b>		105324		\$49.00	New	FB	Err 6
Second in the Glory series. Modest sized, detailed game of the Allied defense of the Philippines, 1941-2, at a regt/btl level. 2 smaller scenarios plus 3 campaign scenarios including the historical situation. 840 counters, 2 very nice map equivalents. AE Goodwin, E.Pierce'99							
<b>Desert, War in the...</b>		107210		\$125.00	** New	FB **	OoP Err 6
w/Jan97 errata. Oh so long awaited revision & update to 3 earlier Europa games, Western Desert, Torch & Near East. Covers all of the war in Morocco, Algeria, Tunisia, Egypt, Libya & the Near East, 1940-43. RECOMMENDED to all those who enjoy the color & rich detail of the Europa game system. Includes complete OoB for various neutral countries & Sept'39 OoBs. Scenarios beginning Apr'40, Dec'40, Torch Nov'42, and includes the Allied conquest of Vichy-held Middle East. A BIG game w/ 7 maps, nearly 1680 counters. 2wks/turn, btl/n/regt/div level, 16mi/hex (Europa standard). J.Astell'97							
<b>EUROPA Magazine Map Pack 6-Map Set</b>		102876		\$9.00	New	n	OoP 4
Set of 6 8.5x11 color maps for the Europa game series, previously published only in direct subscriber copies of the mag. Includes maps of Iceland, Dakar, Azores, Canary Is, Cape Verde & Madagascar. No rules.							
<b>First to Fight, 2nd SE [White Box]</b>		102866		\$49.00	New	FB	OoP 4
'Special Edition' packaged in a generic white box: includes counter refit upgrade; includes bonus marker sheet; map 37 is a color photocopy (said to be as good if not better than original), and Map 13B (which is not used to play this game) is NOT included. Revision of earlier Case White & later FIF; main change is to a more generic white box & cleaner counters. 7th in Europa system. Div lvi gm of German inv of Poland, Spt 39. Includes Boot Camp intro rules set & counters for entire German army. F.Chadwick, J.Astell'98							
<b>First to Fight, 2nd SE [Ziplock]</b>		102871		\$35.00	New	ZL	OoP 4
Must ship as a boxed item due to size. 'Special Edition' packaged in a ziplock (no box): includes counter refit upgrade; includes bonus marker sheet; map 37 is a color photocopy (said to be as good if not better than original), and Map 13B (which is not used to play this game) is NOT included. Revision of earlier Case White & later FIF; main change is to a more generic white box & cleaner counters. 7th in Europa system. Div lvi gm of German inv of Poland, Spt 39. Includes Boot Camp intro rules set & counters for entire German army. F.Chadwick, J.Astell'98							
<b>For Whom the Bell Tolls</b>		94350		\$55.00	V.Good	FB	OoP 6
Few creases on box. Modest amt of yellow hilling in rules & scenarios, some annotation & soiling. TECs professionally laminated. Otherwys clean & EX. ■ Spanish Civil War & possible inv of Spain during WW2, using Europa system. Well regarded game. J.Gee, J.Millefoglie'95							
<b>For Whom the Bell Tolls [White Box]</b>		105326		\$52.00	** New	FB **	4
Packaged in a generic white box. Includes additional 3 countersheets of play markers. Spanish Civil War & possible inv of Spain during WW2, using Europa system. 2wks/turn, Btl/n/Rgt/Div level, 1600 counters. Well regarded game. J.Gee, J.Millefoglie'95							
<b>Over There</b>		97753		\$110.00	** New	GB **	6
Massive game covering the last 2 years of WW-1 on multiple fronts using the Great War game series. 9 scenarios. Mates w/ earlier March to Victory to cover the remainder of the war. Includes the Italian front, portions of Africa and the 2nd Mexican-American War. Box is crammed w/ paper including about 1.5" of rules/scenarios, counters, & 28pgs of errata (3640 counters, 10 map sections, 410pgs of OoB. Whew! '02							
<b>Over There</b>		58766		\$109.00	** Mint	GB **	6
Lengthy crease on box cover along side edge. ■ Massive game covering the last 2 years of WW-1 on multiple fronts using the Great War game series. 9 scenarios. Mates w/ earlier March to Victory to cover the remainder of the war. Includes the Italian front, portions of Africa and the 2nd Mexican-American War. Box is crammed w/ paper including about 1.5" of rules/scenarios, counters, & 28pgs of errata (3640 counters, 10 map sections, 410pgs of OoB. Whew! '02							
<b>Resistance, War of..., China 1937-41</b>		107208		\$85.00	** New	FB **	OoP Err 6
First in the Glory series of Europa scale games covering the Pacific Theater at 16mi/hex, btl/n/regt/div level. HUGE game w/ 2000 counters, 5 maps covering the war in China prior to the onset of global war (ie 1937-41). Nicely done map & counters. 4 battle scenarios plus campaign. M.Royer'98							
<b>Resistance, War of..., China 1937-41[WB]</b>		105327		\$85.00	** New	FB **	Err 6
Packaged in a generic cardboard white box. First in the Glory series of Europa scale games covering the Pacific Theater at 16mi/hex, btl/n/regt/div level. HUGE game w/ 2000 counters, 5 maps covering the war in China prior to the onset of global war (ie 1937-41). Nicely done map & counters. 4 battle scenarios plus campaign. M.Royer'98							
<b>Second Front, 1st</b>		106946		\$399.99	** Mint	GB **	OoP Err 6
Includes full-sized maps. Missing Axis Air Chart; couple of 1/4" tears on rules cver; game otherwys entirely complete & very clean. ■ German OoB booklet is a clean photocopy from the publisher. About 24 German air units on original countersheet 72 printed slightly askew, with 1 or 2 values partially cut off, easily corrected. w/June'94 & Jan'01 errata; new countersheets 73A & 74A included to make things right. Includes the Axis Higher HQ & Errata Countersheet as a bonus.   12th game in the Europa game series. Massive, very complex game of the war in Italy, France and Germany starting in July 43 or Apr'44 using the Europa game system. Complete Grand Europa OoB for Germans & Allies. Well developed game tho errata is important; improves upon the air rules, naval rules, amphibious invasions, & strategic & political elements of the war. 4 maps, 4800 counters, 16mi/hex, 2wk/turn, btl/n/regt/div level. J.Astell'94							
<b>Storm Over Scandinavia</b>		107209		\$99.00	** New	FB **	OoP 6
2' crease extending from one box corner on top & btm. ■ Substantial revision & enlargement of Narvik. Updates the graphics & rules to Grand Europa standards. Provides 1400 counters, 4-14 maps, and 4 scenarios including the war in Norway, the invasion of Denmark, the Russo-Finish War thruout Scandanavia with many intervention options, and a German invasion of Sweden. Btl/n/regt/div level. J.Astell, A.Goodwin, W.Hamilton'98							
<b>Gamescience</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime							
<b>Britain, Battle of... ['68]</b>		89068		\$25.00	V.Good	FB	OoP 4
Truncated box version. Box corners & some seams repaired. Punched but never used. ■ Truncated box version. Simple, reasonable, & early game of German bombing offensive over Britain. Basic & advanced game rules. Uses a combat system based on the amount of lead a plane could throw. Germans must destroy a large part of British infrastructure to win. L.Zocchi'68							
<b>Britain, Battle of... ['68] [ZL]</b>		107191		\$35.00	Mint	n	OoP 4
No box or die. Counters die cut imperfectly, w/ portions of aircraft image or type (eg "Bomber") partially cut off, no info lost & no impact on play. Otherwys cherry, complete with one Gamescience grease pencil. ■ ~							
<b>GHQ Miniatures</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime							
<b>WWII Micro Armour, the Tank Game</b>		97607		\$15.00	Excell	n	OoP 1

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surchage	General	Box	Out-of	Errata	Game #		
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale	Plyrs
8pg miniatures rules set intended as a beer & pretzels game of WWII armored combat in Europe, 1940-5 at a scale of 3min/turn, 1"=100yd. Includes tank specs but no scenarios.										
<b>GMT Games</b>										
(541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>1805, Sea of Glory</b>		<b>100405</b>		<b>\$42.00</b>	<b>New</b>	<b>BC</b>				4
Operational level game of the naval war early in the Napoleonic Wars. Aside from the major action at Trafalgar, it was the British blockading of French forces that kept the French from concentrating superior forces & successfully challenging the Brits. All ships from 64-guns on up are represented. P.Fry'09										
<b>1914, Glory's End &amp; When Eagles Fight 2d</b>		<b>105462</b>		<b>\$42.00</b>	<b>New</b>	<b>BC</b>				6
Update of 2 WWI games by Ted Racier previously published in Command Mag. Glory's End covers World War I on the Western Front (Germany, France & the Low Countries) in Aug-Nov.1914 at corp level. Scale is similar to AH's 1914, but game is simpler & faster playing. Includes scenario for the Battle of the Marne, plus one for the first month of the war. 3days/turn, 9mi/hex, 352 counters. T.Racier'14 / When Eagles Fight is the matching game of World War I on the Eastern Front (East Prussia, Poland, Galicia, Romania, Russia) at corp level, Aug. 1914-Spring 1917. T.Racier'14 Both games were nominated for (& When Eagles Fight won) the Charles Roberts Award for best Pre-WWII game when first published.										
<b>1914, Offensive a Outrance</b>		<b>106449</b>		<b>\$80.00</b>	<b>** New</b>	<b>DC</b>		<b>**</b>		4
Sequel to 1914, Twilight in the East, this game covers the initial months of World War I on the western front, from Switzerland to the English Channel. Uses a streamlined version of the 1914 Twilight in the East game system. 2 short scenarios include the Battle of Lorraine (intro) and Marne to Stalemate, and the campaign lasts from Aug-Nov 1914. Designed with the intent of making it playable by 2 teams in a 5 day session(!). 7.5 countersheets, 3 maps, 8km/hex, 2-4days/turn, Brig/Div level. M.Resch'13										
<b>1989, Dawn of Freedom</b>		<b>101496</b>		<b>\$45.00</b>	<b>** New</b>	<b>BC</b>		<b>**</b>		8
2 player game simulating the political, social & economic aspects of the period about 1989 when democratic change brought about the collapse of the Soviet Union. One player represents the USSR, and attempts to prop up the Warsaw Pact governments with things other than tanks in the streets as social pressures force change. The other player represents the western nations, the so called forces of democracy, who seek to create discontent & change which hurts the Soviet cause. 2 countersheets, 162 cards, 1 map. T.Torgerson, J.Matthews'12										
<b>Austerlitz, Napoleon's Greatest Victory</b>		<b>103356</b>		<b>\$75.00</b>	<b>Mint</b>	<b>BC</b>	<b>OoP</b>	<b>Err</b>		3
Includes 9 errata counters from C3i. ■ Massive, tactically oriented game of one of Nappy's earlier masterpiece battles, Austerlitz, Dec 1805. Uses Triumph & Glory system. 6 scenarios, 1120 counters, 4 maps. D.Fox'00										
<b>Barbarossa to Berlin 2nd</b>		<b>106284</b>		<b>\$38.50</b>	<b>New</b>	<b>BC</b>	<b>Going</b>			6
Reprint of this strategic level, area move game of WW2 in Europe & N.Africa, using a system akin Paths of Glory, beginning in June 1941. Corp/army lvl, 3mo/turn. 110 cards, 420 counters. Minor errata may be incorporated into various components. T.Racier'06										
<b>Barbarossa to Berlin: MOUNTED MAP</b>		<b>105229</b>		<b>\$25.00</b>	<b>New</b>	<b>Fo</b>	<b>OoP</b>			6
Mounted map for this game, about 3x the thickness of earlier deluxe map. '11										
<b>Barbarossa, Crimea, 1941-2</b>		<b>104029</b>		<b>\$55.00</b>	<b>New</b>	<b>BC</b>				4
Game of Army Group South's battle for the Crimean Peninsula in 1941-2. Uses the East Front game system, and mates with the many other games in the series. Includes a focus on the 8mo siege of Sevastopol. 9 scenarios, 1 map, 2 countersheets. Rgt/div level, 2days/turn, 5mi/hex (1.6mi/hex for Sevastopol map). Both sides must make due with limited assets & a tough job, including massive siege guns & amphibious assaults. V.Von Borries'10										
<b>Barbarossa, Kiev to Rostov 1941</b>		<b>104030</b>		<b>\$60.00</b>	<b>New</b>	<b>BC</b>	<b>Going</b>			4
Large, complex 4-map 720 counter game of Army Group South's push into the southeastern Ukraine. Uses GMT's East Front series, a good if detailed system by a yeoman designer. Div lvl, with lots of specialized units including NKVD, air, siege artillery, coastal def artillery. Excel graphics thruout. 7 scenarios 4 of which use only 1 map. RECOMMENDED for E.Front fiends. V.von Borries'08										
<b>Blood &amp; Roses, War of the Roses 1455-87</b>		<b>103863</b>		<b>\$42.00</b>	<b>New</b>	<b>BC</b>				3
Fast playing, simpler game of the key battles of Britain's War of the Roses, 1455-87, with lots of period color & bloodshed. High solitaire suitability. Covers 7 battles: 1st St. Albans (1455), Blore Heath (1459), 2nd St. Albans (1461), Towton (1461), Barnet (1471), Tewksbury (1471), Bosworth (1485). 1-5hrs/game, 50yd/hex, 250inf/unit. R.Berg'14										
<b>Bloody April, Air War over Arras 1917</b>		<b>106656</b>		<b>\$38.50</b>	<b>** New</b>	<b>DC</b>		<b>**</b>		2
Game of air combat near Arras in the spring of 1917 using the Elusive Victory/Downtown game system. Players represent supreme air command, and must allocate resources to accomplish various objectives including securing supremacy in this area of the front. Includes individual detailed missions as well as campaigns. 1nm/hex, 2min/turn, 1-5 aircraft/counter. 4.5 countersheets, 32 aircraft cards. T.Simo'12										
<b>Blue Cross, White Ensign</b>		<b>107229</b>		<b>\$42.00</b>	<b>New</b>	<b>BC</b>				1
3rd game in the Flying Colors series. Covers the naval war between Imperial Russia and the Swedish (in the Baltic) and Turkish (in the Black Sea & Mediterranean). 3 maps, 2 countersheets, 12+ scenarios, 100m/hex, 5-10min/turn. M.Nagel'14										
<b>Bomber Command, the Night Raids 1943-5</b>		<b>103178</b>		<b>\$28.00</b>	<b>New</b>	<b>BC</b>				4
Game of the RAF's nighttime bomber campaign over Germany, and the German air defenses in the air & on the ground. Based on the Downtown/Burning Blue game system, this game focuses on the tactics of night air combat & bombing. Includes all the details of night flight including radar, electronic counter measures & diversions. Covers two time periods, mid-1944 & Sept44-May45. 2 countersheets, 110 cards, 6 maps. L.Brimicombe-Wood'12										
<b>Borodino, Btl of the Moskova, 1812 [ZL]</b>		<b>101852</b>		<b>\$25.00</b>	<b>New</b>	<b>zl</b>	<b>OoP</b>			3
Ziplocked; no box or die. ■ Ziplocked; no box or die. Colorful game of the climactic battle of Napoleon's Russian campaign. Uses an updated version of the Triumph & Glory system. 1map, 2 counter sheets. R.Berg'04										
<b>Caesar, Great Btls of ... Veni Vidi Vici</b>		<b>95003</b>		<b>\$15.00</b>	<b>New</b>	<b>zl</b>				3
Mod #3 for Caesar. Adds 2 battles against the Pontines, Nicopolis & Zela, in 48-47bc. Adds rules & 60 counters. Reqs both Caesar & Dictator kit. '99										
<b>Case Yellow, 1940</b>		<b>104732</b>		<b>\$59.00</b>	<b>New</b>	<b>BC</b>	<b>OoP</b>			4
Operational level game of the German attack on France & the Low Countries, May 1940. Historical scenario, Fortress Holland & 2 hypothetical scenarios. Rgt/div level. Hi solitaire playability. T.Racier'11										
<b>Cataphract: Attila Kit</b>		<b>90539</b>		<b>\$15.00</b>	<b>New</b>	<b>zl</b>				3
Kit adding 2 of the battles Attila fought against the declining Romans, Utus 447AD and Catalaunian Fields 451AD. Requires Cataphract to play. '03										
<b>Caucasus Campaign</b>		<b>98443</b>		<b>\$79.00</b>	<b>New</b>	<b>BC</b>	<b>OoP</b>			4
Operational level game of the fight for the Caucasus Mtns in SE USSR, immediately prior to the Soviet offensive that surrounded Stalingrad, 1942. 1 map, c.400 counters. M.Simonitch'09										
<b>Chandragupta, Grt Btls of Mauryan Empire</b>		<b>105110</b>		<b>\$25.00</b>	<b>New</b>	<b>BC</b>				3
13th game in the Great Battles of History series. Covers the rise & fall of the greatest of India's ancient empires, the Maurya, 319-216BC. Covers the fourfold division of the Indian military system, including the elephant & battle chariots. 8 scenarios, 2 backprinted maps, 3 countersheets. '08										
<b>Clash of Monarchs, Seven years War</b>		<b>101281</b>		<b>\$45.00</b>	<b>New</b>	<b>BC</b>	<b>Going</b>			8 4
2-4 player game at the strategic level of the Seven Years War, 1756-63. Card-driven game system using point-point movement. Split card decks allows early & late war events as well as depicting all the political & financial events of the Seven Years War without additional rules. Army units are detailed, with many unit types & 60 tactical chits varied by nation and phase of the war. Britain & France also fight with each other off-map via a table that can influence play. Multiple scenarios encompassing 1 or 2 year periods plus entire campaign. 3 countersheets, 110 cards, 1 map. 3wks/turn, B.Kalinowski'08										
<b>Combat Commander, Europe 2nd</b>		<b>104092</b>		<b>\$55.00</b>	<b>** New</b>	<b>DC</b>		<b>**</b>		2
2014 2nd edition. ■ Reprint of this card-driven game of tactical combat in Europe. This first game in the CC series covers the Germans, Americans & Soviets, each with its own 72 card Fate deck. Game is akin to an elaborated Up Front game. 6 double-sided mapsheets, 492 counters. 220 cards. 30m/hex, squad/fire team level with individual leaders, minutes/turn. C.Jensen'13										
<b>Combat Commander: Fall of the West Kit</b>		<b>101758</b>		<b>\$21.00</b>	<b>New</b>	<b>Fo</b>	<b>Going</b>			2
Kit for the Combat Commander series adding 12 scenarios played on 10 battle maps depicting actions in the Spring of 1940 in France. Special AFV rules reflect the still-developing nature of doctrines among armored forces meeting infantry forces. Reqs CC Europe & Mediterranean to play. '13										
<b>Combat Commander: Mediterranean Kit 2nd</b>		<b>103412</b>		<b>\$60.00</b>	<b>New</b>	<b>DC</b>				2
Reprint of this large kit for the Combat Commander system & covering tactical combat in the Med Fronts with coverage of British, French, Italian, Slovak, Romanian, Bulgarian & Finnish (!) troops. Includes 6 double-sided maps, 2.5 countersheets, 225 cards. '13										
<b>Combat Commander: Normandy Kit</b>		<b>103106</b>		<b>\$49.00</b>	<b>New</b>	<b>Fo</b>	<b>OoP</b>			2
Battle Pack #3. Kit for the Combat Commander system & covering tactical combat in Normandy, 1944. Includes 176 counters, 8 maps, 17 scenarios including Pegasus Bridge, Pointe du Hoc, and other key battles from the Normandy landings. '10										
<b>Combat Commander: Paratroopers Kit 2nd</b>		<b>103711</b>		<b>\$15.00</b>	<b>New</b>	<b>zl</b>				2
Reprint of this kit providing 2 double-sided maps & six scenarios, plus addtl rules, adding paratroopers to the CC game system. '14										
<b>Combat Commander: Resistance! Kit</b>		<b>105188</b>		<b>\$37.00</b>	<b>New</b>	<b>BC</b>				2
Kit for the Combat Commander system & covering tactical combat between partisan forces & regulars. 4th volume in the C&C series. Includes a scenario generator update, rules for irregular movement such as sewars & melee, new orders (infiltrate & muster) & new events. Includes 3 dbl sided maps, 12 scenarios, 1 counter sheet & 2 card decks. Maps depicts several historical areas in the Balkans & USSR. '11										
<b>Combat Commander: Sea Lion Kit</b>		<b>103864</b>		<b>\$19.00</b>	<b>New</b>	<b>Fo</b>				2
Kit for the CC game system adding units that may have been at the center of the battles had the Germans executed their planned invasion of England in 1940. '14										

Email us anytime at M.Dean@FineGames.com, phone 541-756-4711 between 10am-9pm PST, FAX (702) 926-5205, or write 2078 Madrona St., North Bend OR 97459-2143 USA.										
Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surcharges	General	Box	Out-of	Errata	Game #	of	
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale	Plyrs
<b>Combat Commander: Stalingrad Kit 2nd</b>		103714		\$25.00	New	Fo				2
Reprint of this kit for the Combat Commander system & covering tactical combat in late 1942 in & around Stalingrad. W/ 11 scenarios including a campaign game, plus 4 double sided maps, new rules & 88 counters. '14										
<b>Commands &amp; Colors, Ancients 5th</b>		107006		\$45.00	** New	GB	**			3
2014 reprint ■ 2014 Reprint of 2nd ed with mounted boards, its 5 addtl scenarios, slightly changed dice stickers, some clarifications (but no rules changes) & a couple of mistaken rules changes (fixed online). Block-system game covering 15 battles between the Romans & Carthaginians at a tactical or grand tactical scale. Command card system drives movement & offers fog of war. Includes 345 wood blocks, 60 cards. Includes battles of Akragas 406BC, Crimssos River 341BC, Bagradas, Ticinus River 218BC, Lake Trasimenus 217BC, Cannae 216BC, Dertosa 215BC, Castulo 211BC, Baecula 208BC, Iliapa 206BC, Zama 202BC, Trebbia, Dertosa, & others. R.Borg'14										
<b>Commands &amp; Colors, Ancients: MOUNTED MAP</b>		105467		\$15.00	New	Fo				3
Mounted map for this game. '11										
<b>Commands &amp; Colors, Napoleonic 2nd</b>		104524		\$50.00	** New	GB	**			3
2nd ed reprint. ■ 2nd ed reprint. Block-system game covering 15 Napoleonic era battles. Includes French, British & Portuguese troops. Battles include: Rollica 1st & 2nd, Vimiero, Corunna, River Coa, Talavera, Bussaco, Reynier's & Ney's Assault, Redinha, Salamanca, Garcia Hernandez, Aire, Quatre Bras & Waterloo. 340 blocks, mounted map, 70 command cards. R.Borg'12										
<b>Commands &amp; Colors, Napoleonic: Austrian</b>		104745		\$38.50	New	BC				3
Kit for the C&C Napoleonic game adding the Austrian army & 20 scenarios set in central Europe in 1805 & 1809. Includes scenario booklet, 15 dbl-sided terrain tiles, 344 wooden blocks. R.Borg'13										
<b>Commands &amp; Colors, Napoleonic: Prussian</b>		107024		\$38.50	** New	BC	**			3
Kit for the C&C Napoleonic game adding the Prussian army & 20 additional scenarios set in central Europe. Includes scenario booklet (with addtl rules), a terrain tile sheet, and a total of 245 wooden blocks. R.Borg'14										
<b>Commands &amp; Colors: Greeks &amp; E.Kngdms 2nd</b>		102261		\$42.00	** New	DC	**			3
Reprint of this 1st expansion kit covering Greece & the eastern Kingdoms. Includes a 2nd ed. rulebook w/ 5 additional scenarios (now 21 total). R.Borg'13										
<b>Commands &amp; Colors: Roman Combo Pack Kit</b>		107008		\$39.00	New	DC	OoP			3
Expansion kit including the components of earlier Exp Kit 3 (Roman Civil War) & Exp 2 (Rome & the Barbarians). Covers the period of Rome's conquest of Gaul, the Servile War (Spartacus's rebellion) & more, 390BC-9AD, and also the Roman internal conflicts, esp that between Caesar & Pompey. '14										
<b>Conquerors, Alexander</b>		101855		\$25.00	New	BC	Going			6
Card-driven game of Alexander the Great's 3 year campaign that conquered the Persian Empire, defeating 3 large Persian Armies in the process. Includes 55 cards, 1 map, 128 counters. Uses a point-point movement system. Army/fleet level. R.Berg'06										
<b>Conquest of Gaul 2nd</b>		107231		\$45.50	New	BC				2
Reprint of this Great Battles of History system game of tactical combat during Caesar's war to subjugate Gaul, 58-52BC. 6 scenarios, w/ simplified leadership rules plus new rules. 840 counters, 2 maps, scenarios for the 3 major land battles plus a full invasion campaign. Great for solitaire play. M.Herman, R.Berg'06										
<b>Counter Sheet, Blank 1/2" Colored (140)</b>		97852		\$2.50	New	n				Z
140 blank counters, 1/2" without any printing. In 5 colors, sky blue (20), gray (20), green (20), tan (20), white (60). '01										
<b>Counter Sheet, Blank 1/2" White (280)</b>		105779		\$4.00	New	n				Z
Full sheet (280) of 1/2" counters, all white with no printing.										
<b>Counter Sheet, Blank 5/8" Colored (88)</b>		104038		\$2.50	New	n				Z
88 blank colored counters: 48 sky blue, 40 lt gray, 5/8". No printing at all. '01										
<b>Counter Sheet, Blank 9/16" White (114)</b>		102073		\$2.50	New	n				Z
114 blank counters, all white, 9/16". No printing at all. '13										
<b>Crown of Roses, 15th Century England</b>		104093		\$56.00	** New	DC	**	OoP		6
Block-style game of England's 35yr War of the Roses. Players assume the role of dynasties - Lancasters or Yorks; 4 player game adds Staffords & Nevilles/Warwicks. Lots of chaos & high replay value. 2 countersheets, 110 cards, wooden blocks. Designed to play in 3 hours & offers excellent replay. S.Cuyler'12										
<b>Dark Valley, East Front Campaign 1941-45</b>		105133		\$85.00	New	BC	OoP			4
Large, 2 map, 3.5 countersheet game of the War in the East during WWII, designed by a yeoman designer. Core dynamic is chit activation including move, combat, Stavka reserve relocation, or Panzer movement & combat. Map covers Berlin to the Urals, Black Sea to Leningrad. 20mi/hex, div/corp/army level, 1-2mo/turn, 2 maps. T.Racier'13										
<b>Devil's Horsemen 2nd</b>		106420		\$35.00	New	BC	OoP			3
4 major battles of Genghis Khan & the Mongols during the 13th & 14th century using the Great Battles of History. Employing lots of cavalry & archers, and lots a nations are covered in 4 battles: Indus 1221, Kalka 1223, Liegnitz 1241, AynJulut 1260. 100yd/hex, 20min/turn, 4 maps. Hi solitaire suitability. R.Bert,M.Herman'04										
<b>Devil's Horsemen 2nd: Mamluk Kit</b>		89316		\$29.00	New	zl	OoP			3
Last copy. ■ Kit providing material for two new scenarios: Mansourah, between King Louis IX & Emir Fakr-ed-din, during the 7th Crusade, 1250; and 2nd Homs, Ketbugha v the Mamluks, 1281. Includes a map & 280 counters. R.Berg'06										
<b>Dominant Species 4th</b>		107026		\$79.00	** New	DC	**			A 6
3rd reprint of this 2-6 player game of survival of the fittest species, 90,000BC, as another ice age approaches. Each player represents a major animal group (eg mammal, reptile, bird etc) and seek to become dominant on as many terrain tiles as possible, receiving victory points for each. 3rd ed has new graphics on cards, map, terrain tiles & counters. C.Jensen'13										
<b>Dominant Species Card Game</b>		98203		\$20.00	New	SB				A 6
Card game version of this popular multiplayer game of survival of the fittest species group (mammals, amphibians, reptiles, etc) as another ice age approaches, c90,000BC. Earn points for securing dominance in as many niches as possible '12										
<b>Down in Flames, Zero!</b>		99551		\$39.00	Mint	BC	OoP			1
Cherry. Charts placed into individual chart protectors. Card decks unopened. ■ Stand-alone game in the DIF series. This version covers the first 6 months of WWII in the air over the Pacific. Includes 6 campaigns including Japanese, Brits & US (& Flying Tigers): Pearl Harbor (solitaire), Philippines, malaya, Burma, Coral Sea & Midway. Very colorful components, & modest complexity. D.Verssen'01										
<b>Down in Flames: Corsairs &amp; Hellcats! Kit</b>		105029		\$45.00	Excell	BC	OoP			1
Logs for 1 set of campaigns all used, must be recreated for further play (very simple spreadsheet). Otherwise very clean. ■ Kit covering the major US-Japanese naval air campaigns thruout WW2 in the Pacific: Midway, Guadalcanal, Marianas, Rabaul, Wake, Pearl Harbor, strategic airwar over Japan. Requires base Zero! game to play. 124 cards, 88 counters, 7 campaigns. 4th game/kit in the DIF series. D.Verssen'03										
<b>Down in Flames: Squadron Pack 1, Fighters</b>		99476		\$8.00	New	Fo				1
Collection of 64 fighter aircraft cards for the Down in Flames series, many of them entirely new, some reprinted with revised ratings. All use the upgraded graphic style used in Corsairs & Hellcats. With additional rules. '05										
<b>Down in Flames: Squadron Pack 2, Bombers</b>		89326		\$8.00	New	Fo				1
Collection of 64 bomber aircraft & formation cards for the Down in Flames series, many of them entirely new, a few reprinted with revised ratings. All use the upgraded graphic style used in Corsairs & Hellcats. With additional rules plus rules from Corsairs & Hellcats needed. Req Rise of Luftwaffe, Eight Air Force or Zero. '07										
<b>Evasive Victory</b>		105781		\$48.97	New	BC				1
Game using the Downtown system to depict 3 major air combat conflicts in the Middle East, 1967-73: the 6-Day War, the War of Attrition (1967-70), and Yom Kippur War of 1973. 22 scenarios including 2 campaign games. T.Sino'09										
<b>Empire of the Sun: MOUNTED MAP</b>		97501		\$22.00	New	Fo	OoP			6
Mounted map for this game, about 3x the thickness of earlier deluxe map. '11										
<b>Enemy Coast Ahead, the Dambuster Raid</b>		106288		\$39.00	New	BC				1
Solitaire game of the British dambuster raid, Operation Chastise, 16 May 1943. Player commands a special squadron of Lancaster bombers seeking to breach any of 8 Ruhr River dams supplying Germany with power. Crews must be trained, and then flown to targets in Germany at very low elevations at night, enduring all the hazards of terrain, night fighters & German radar, AA, & more to drop their specialized payload in a precise manner. Rules for 2-3 player game, and a total of 10 scenarios, included. J.White'14										
<b>Europe Engulfed 2nd</b>		106208		\$125.00	** New	LB	**	OoP		8 3
2nd ed adds a few more markers & incorporates errata in rules, only. Reprint of this simpler game of WW2 thruout Europe and N.Africa using a variation of Columbia's Block system and an emphasis on playability. Land units are wooden blocks providing a degree of hidden movement. Special actions add additional movement phases or combat, amphibious or airborne assaults, even actions during opponent's turn. 283 wooden blocks, 244 counters, 2 maps & 24! dice. Includes production & strategic warefare, special actions, air & naval assets, forts, etc. For 2-3 players. R.Yount, J.Evans'06										
<b>Fading Glory</b>		103402		\$42.00	** New	BC	**			3
Game including 4 battles fought at corp level, using the Napoleonic 20 game system pioneered by Victory Point Games. Each game has a very small number of units in play (typically 20 total), and includes random event cards & morale as key elemnts, making for a short, tense, hard fought game. This set covers the battles of Salamanca 1812, Smolensk & Borodino 1812, and Waterloo 1815. Includes 2 dbl-sided boards, 117 counters, 48 event cards. 4-5hrs/turn, 1mi/hex. J.Miranda'13										



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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surchage	General	Box	Errata	Game #-of		
Specific Condition Subject Designer Year	Only? Part# Publisher Name	Price EA	Flag	Conditn	Type	Print?	Incl?	Scale	Plyrs
<b>Fields of Fire</b>	103993	\$89.00	**	V.Good	BC **	OoP	Err	2	
Rules highlighted in yellow, wrinkled thru use, w/ some errata annotations. Others EX. Counters unpunched, Korea & Vietnam decks unopened. Errata included & highlighted. Extensive Example of Play/Tutorial download included. ■ Solitaire card game of infantry combat involving the US 9th Inf div in actions from WWII, the Korean War & the Vietnam War. Card decks build terrain & allow actions. A game covers a single mission in 1-2 hours, with units being squads or individual AFVs or aircraft. 770 counters, 220 cards. B.Hull'08									
<b>Fighting Formats, Grossdeutschld Inf 2nd</b>	104528	\$32.00	**	New	BC **			2	
Reprint. Low level tactical combat focused on key actions of the German Grossdeutschland division. 10 scenarios depicting actions on the Eastern Front, 1942-3. Impulse driven system using activation chits & focused on initiative. 5 countersheets, 4 dbl sided maps, 55 cards. C.Jensen'12									
<b>Fire in the Lake</b>	106452	\$59.00	**	New	DC **			8	
Game of the insurgency & counterinsurgency campaigns in America's Vietnamese War using the COIN (Counter Insurgency) game system. 1-4 player game of this pivotal war, with emphasis on the elements behind the war for the hearts & minds of the southern Vietnamese, and the factionalism not often recognized in the US. Fourth game in the COIN games series. Includes 1 countersheet, 248 wooden blocks, mounted map, 130 cards. HIGHLY RECOMMENDED for those interested in this war. M.Herman, V.Ruhnke'14									
<b>Fire in the Lake</b>	106659	\$59.00	**	New	DC **			8	
Game of the insurgency & counterinsurgency campaigns in America's Vietnamese War using the COIN (Counter Insurgency) game system. 1-4 player game of this pivotal war, with emphasis on the elements behind the war for the hearts & minds of the southern Vietnamese, and the factionalism not often recognized in the US. Fourth game in the COIN games series. Includes 1 countersheet, 248 wooden blocks, mounted map, 130 cards. HIGHLY RECOMMENDED for those interested in this war. M.Herman, V.Ruhnke'14									
<b>Flying Colors 2nd</b>	105361	\$60.00		New	BC	OoP		1	
2nd ed Reprint; main diff is a higher price & thicker counters. Simpler, fast playing game of ship-ship combat during the Age of Sail, and focusing on the fleet's overall performance. Includes 300 individually named ships, 3 maps. Covers battles of Cape St. Vincent, The Nile, Copenhagen, Trafalgar, Virginia Capes & First of June. M.Nage'l'10									
<b>Flying Colors: Ship of the Line Kit</b>	101856	\$29.00		New	zl	OoP		1	
Kit for this game of ship-ship combat in the age of sail. Includes 16 scenarios (with over 100 individual ships & 30 new commanders), mostly from the American Revolution. Also contains a 5-battle campaign game in the Indian Ocean. Contains 420 counters, one map, core rules. '09									
<b>For the People II: MOUNTED MAP</b>	98877	\$15.00		New	Fo	Going		6	
Mounted map for this game, about 3x the thickness of earlier deluxe map. '11									
<b>Formula Motor Racing Card Game 2nd</b>	106657	\$20.00		New	SC			1	6
Reprint of this simpler, v.fast playing, 3-6 player card game of formula one racing. R.Knizia'07									
<b>France '40, Sickle Cut &amp; Dynamo</b>	102978	\$38.50		New	BC			4	
Pair of games in one box using the same game system, each with its own mounted map. Sickle Cut covers Guderian's drive thru to the English Channel in May 1940, starting 13 May. 6 Panzer divs have cleared the Ardennes and are at the Meuse River facing strong Allied forces. DYNAMO covers the British withdrawal to Dunkirk & their evacuation there. Starting 24 May, the British decide to withdraw to Dunkirk rather than risk isolation - but some of the panzers are closer to Dunkirk than they. Challenge is to hold the perimeter for 8 days during the withdrawal. Maps may be joined, but there is no scenario for the combined period (likely to be published later). Rgt/div level, 4mi/hex, 1day/turn. M.Simonitch'13									
<b>Germantown 1777</b>	103869	\$25.00		New	BC			3	6
Game of a key battle during the American Revolution, the battle of Germantown, Oct. 1777 near Philadelphia. 7th in the BtIs of the Am Rev series. Washington takes an opportunity to attack divided British forces, but his elaborate plan goes awry. 16 tactical battle cards, 176 counters (including errata counters for prior games in the series), 1 map. BtIn/regl level, 1hr/turn, 200yd/hex. M.Miklos, B.Madison'10									
<b>Glory III</b>	103980	\$25.00		New	BC	OoP		3	
Includes updated artil counters for Glory I.Third game in the Glory series of brigade level Am Civil War battles. Covers two battles: Antietam, Sept 1862 in which the Union army attacks the badly outnumbered Confeds resulting in the bloodiest day in US history; and Cedar Creek, 1864, as the beaten Confed Army of the Valley mounts a surprise attack on the Union Army of the Shenandoah, routing the Yanks but then suffers a counter attack as Sheridan arrives to rally his troops. 2 countersheets, 1 dbl sided map. 45min/turn, 215yd/hex. R.Berg'07									
<b>Great Battles of Alexander: Tyrant</b>	90833	\$15.00		New	zl			2	
Kit covering 12 battles in the recurring wars between Carthage & Syracuse. Includes 140 counters, 1 fullsized map, rules & 12 scenarios. D.Fournie'03									
<b>Gringo!: Battles with Gringos Kit</b>	100720	\$8.00		New	zl	Going		3	
Kit for Gringo including 4 more scenarios: Palo Alto, 1846; Resaca de la Palma, 1846, Centeras 1847, Puebla 1862. 280 counters, 1 dbl-sided map. '09									
<b>Halls of Montezuma</b>	107249	\$25.00		New	BC			6	
Card-driven game of the Mexican-American War of 1847. Strategic level, covering both the border skirmishes and the US invasion at Vera Cruz, and includes the political reluctance of US congress & the unstable Mexican government, and the fact that the volatile Santa Anna begins the game in exile. 2 countersheets, 110 cards. M.Walker,D.Fox'09									
<b>Hellenes, Campaigns of Peloponnesian War</b>	107234	\$28.00		New	BC			6	
Simpler block-system game by a veteran block designer covering the Peloponnesian War. Area movement, Yearly turns. Multiple scenarios, 146 blocks. Generally a more sophisticated product that the Columbia Game on the identical subject. C.Besinque'09									
<b>Hex Map Sheet, Blank, 16 or 19mm, L or S</b>	62635	\$2.50		New	n				Z
<b>Hex Map Sheet, Blank, 19mm Short Grain</b>	104538	\$2.50		New	n				Z
22x34" folded paper with 19mm hexes with grain running down short dimension. '99									
<b>Hoplite, Warfare in the Hellenistic Age</b>	104527	\$53.00		New	BC			3	
15th game in the GBOH Great Battles of History series of grand tactical ancient & medieval battles series. This game covers 11 key battles in the Perisan & Hellenistic Age in ancient Greece, 5th-4th centuries BC. Covers the battles of Ephesus, Marathon, Plataea, Mycaea, Tanagra, Delium, Cunaxa, Nemea, Coronea, Leuctra & Mantinea. 4 countersheets, 3 dbl-sided maps. 100yd/hex. G.Rochegrosse'14									
<b>Kaiser's Pirates, Surface Raiders of WW1</b>	102812	\$35.00		New	BC	OoP		A	
Simpler card game of German surface raiders in WW-1. Players control both German raiders & British navy assets hunting them. 200 ards. J.Day'09									
<b>Kutuzov 1812</b>	106293	\$25.00		New	BC	OoP		4	M
Faster playing, card driven, 1-4 player game of Napoleon's foray into Russia in 1812. Designed for team play so as to emphasize the petty jealousies that undermined both sides during the 1812 campaign. 3rd in the Napoleonic Wars game system. '08									
<b>Labyrinth, War on Terror 2nd</b>	103405	\$42.00	**	New	BC **			8	1
1-2 player game of the Islamist jihad and what's called the war on terror. Uses a system similar to Twilight Struggle to model the wider ideological struggle around the world thru guerrilla war, regime change, and the range of political, economic, military & economic issues. '11									
<b>Leaping Lemmings</b>	107011	\$25.00		New	BC			A	
Fun, fast playing card-driven family board game. Players represent genetic scientists seeking to manipulate their colony of lemmings to be best at throwing themselves off a cliff. But there are hazards: hungry eagles & lots of treachery. Has a depth of strategy that isn't obvious by the topic. R.Young, J.Poiniske'10									
<b>Manoeuvre 2nd</b>	106457	\$38.50		New	BC			4	
This is the 2010 2nd edition. ■ Simpler card game in which 2 players duke it on the out on the battlefield in an early 19th century environment. 8 60-card decks included, each representing the 8 major powers of the era: Britain, France, Prussia, Austria, Russia, Spain, Turkey & the US. Also includes 12 geomorphic map sections. Fast Playing. J.Harger'10									
<b>Monmouth 1778</b>	99630	\$44.00		New	BC	OoP		3	
5th game in the BtIs of the American Rev series, this one covering the last big battle in the north between Washington's Continentals and the Brits in what proved to be the longest battle of this war. Washington's now-experienced army strikes a portion of the British army as it relocates from Philadelphia to New York at Monmouth, NJ. Washington expected a quick tho minor victory and at first got a bloody nose. 1 map, 176 counters. BtIn/regl level, 1hr/turn, 200yd/hex. M.Miklos'07									
<b>Mr. Madison's War, Incredbl War of 1812</b>	102077	\$40.00		New	BC			4	
Card-driven game of the US attempt to invade & conquer Canada, 1812-4. Depicts the northern theater of this war. Includes 208 counters d depicting land & individual sea units involed, plus principal leaders. 4mo/turn. G.Collins'12									
<b>Navajo Wars, 1598-1864</b>	103408	\$48.00	**	New	BC **	OoP		8	1
Solitaire game of the Navajo Nation thru 3 centuries of conflict in what is now the American Southwest, 1598-1864. Player must use planning & cunning against an ever-changing set of outside threats. Enemy actions based on cards interpreted thru an instruction matrix. Includes the full range of tribal activities, from raiding enemy settles & outposts, to building population, to planing & harvesting the vital corn that sustains the tribe. J.Toppen'13									
<b>Newtown &amp; Oriskany</b>	105856	\$45.00		New	BC			3	M
8th game in the Battles of the Am Revolution series. Game depicts the United States' systematic invasion of "Indian country" with the avowed intent to destroy all Indian nations in the path of expansion, with the namesake battle occurring on 29 Aug 1779. This game modifies the movement system to reflect the dispersed nature of Indian warfare. Includes 2 opportunity card decks, pre-game Indian enhancements & U.S. limited intelligence, plus optional rules. Oriskany focuses on a sharp, 6 hour battle in which militia intending to relieve Ft. Stanwick are ambushed en route. 1 dbl-sided map, 176 counters. M.Miklos & D.Hanle'13									

Email us anytime at M.Dean@FineGames.com, phone 541-756-4711 between 10am-9pm PST, FAX (702) 926-5205, or write 2078 Madrona St., North Bend OR 97459-2143 USA.									
Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surchage	General	Box	Out-of	Errata	Game #-of	
Specific Condition Subject Designer Year	Only? Part# Publisher Name	Price EA	Flag	Conditn	Type	Print?	Incl?	Scale	Plyrs
<b>Next War, Korea 2nd</b> Update of this long-popular, moderate complexity game of renewed hostilities in Korea. C Roberts award for Best Post WW2 boardgame '93. 2 colorful maps depict the entire Korean peninsula in detail. Allows for the 2 backing superpowers, US & China, to decide their level of commitment & support. 2nd edition updates with current OoB & full range of possible weaponry (including nukes) should one side decide to go for it. Btn/rgt/div level, 1026 counters, 3.5day/turn, 7.5mi/hex. M.Land.G.Billingsley'12	104097	\$85.00		New	BC	OoP		4	
<b>Next War, Taiwan</b> 2nd game in the Next War series (after NW Korea). Covers a possible war for & around the island of Taiwan as China launches an amphibious and airborne assault of the well-defended island. This game includes an elaborated yet still abstracted naval system. Stand-alone game. Rules exist online allowing combining NW Taiwan & Korea. M.Land'14	107236	\$60.00		New	BC			4	
<b>Nightfighter, Air Warfare in Night Skies</b> Game of nighttime air-air combat during WW2. Unique look at those specialized units that defended homelands at night. One player is an umpire controlling bombers per rules, the other controls nightfighters. 40 scenarios covering from the Blitz on London 1940 thru Mosquito raids late in the war. Includes special weapons each side used. Includes 50 fighters & bomber variants from Europe & the Pacific. Fast playing. L.Brimicombe-Wood'11	105470	\$25.00		New	BC	Going		1	
<b>No Retreat! the North African Front</b> Game of the war on the North African Front using the No Retreat game system (with its very small number of counters). Includes 5 mini-maps for actions around key terrain during the campaign. Includes 5 scenarios, a tournament game, full campaign game, plus an Invasion of Crete mini-game. Covers the period of Dec 1940-late 1942. All with deluxe components. 1-2mo/turn, div level, 10mi/hex, 88 counters. C.Paradis'13	104044	\$45.00	**	New	BC	**		4	
<b>Normandy, Battle For...</b> Massive game of the battle for the Normandy beaches & beyond at a grand tactical level. Detailed system covering naval & air support, mulberry's para drops, artiller, beach assaults, etc. 1250yd/hex, 6hrs/turn, btn level. Includes 4 1-map scenarios + campaign game. 5 maps, 2520 counters. Good for team playD.Holte'10	91829	\$250.00	**	New	DC	**	OoP	4	M
<b>Normandy, Battle For...: Expansion Kit</b> Kit for this now out-of-print game which extends the game thru the end of August 1944, adds two full & 1 small map sections allowing play of Mortain & Falaise Pocket scenarios, and includes 560 counters of unit-specific breakdown counters for AT & mech inf. Also includes a full color reprint of the rules & scenario booklets (all original content plus 6 additional scenarios), and 2 maps. '13	101506	\$42.00		New	zl			4	
<b>North Africa, Battles for...</b> Cherry. ■ Colorful, modest-complexity rethinking of the war in N.Africa using 'Gameplayers' system. Activation markers determine which units can move. Many random events, hi unit differentiation, hidden reserves, btn/div lvl. Suffers from rushed development. 400 counters, 2 maps, btn-div level, 1mo/turn, 8.5mi/hex. R.Berg'97	97268	\$50.00		Mint	BC	OoP		4	
<b>Nothing Gained But Glory</b> Fifth game in the Musket & Pike game series. This game covers 7 tactical btles of the Scanian War, 1659-1678: Nyborg 1659, Fehrbellin 1675, Halmstad 1676, Lund 1676, Malmo 1677, Landskrona 1677, Warkow 1678. B.Berg, A.Hansen, K.Grunitz'10	104727	\$42.00		New	BC	OoP		3	
<b>Onward Christian Soldier</b> Strategic level, 2-7 player game of the first 3 Crusades. Emphasizes leaders & attrition as forces can keep going subject to attrition as long as their leader is capable of it. Also emphasizes sieges & resulting effects on surrounding areas. Activation system allows players to pick leaders to use, but not know just when they'll be activated. 1 map, 3.5 countersheets. R.Berg'06	82130	\$79.00		New	BC	OoP		6	7
<b>Onward Christian Soldier [Ziplocked]</b> Ziplocked. ■ Ziplocked. Strategic level, 2-7 player game of the first 3 Crusades. Emphasizes leaders & attrition as forces can keep going subject to attrition as long as their leader is capable of it. Also emphasizes sieges & resulting effects on surrounding areas. Activation system allows players to pick leaders to use, but not know just when they'll be activated. 1 map, 3.5 countersheets. R.Bert'06	92936	\$50.00		New	zl	OoP		6	7
<b>Pacific Typhoon</b> Last copy. ■ Interesting 3-7 player card game of the sequence of key air & naval battles of WW2 in the Pacific, 1941-5. Players must carefully select cards representing air, naval & other assets (including The Bomb) to allocate to a battle, keeping in mind that there will be other battles after. Akin to Atlantic Storm. Can be played in teams, and player interaction is a big part of the game. B.Knight'08	106731	\$45.00		New	SC	OoP		4	
<b>Panzer 3rd: Expansion Kit #1</b> Kit adding addition tank actions 1943-45. Adds 4 dblsided geomorphic mounted maps (1" hexes), 2 countersheets, 38 dblsided unit data sheets, TO&E booklets for 4 German Divs & a Soviet brigade at Kursk & the OoB for that battle, all the behemoth AFVs of the late war. A BIG kit. J.Day'12	98559	\$49.00	**	New	BC	**		1	
<b>Panzer 3rd: Expansion Kit #2</b> Kit rounding out this series' coverage of the Eastern Front, with AFVs from 1941-45. Adds early-war AFVs, lend lease vehicles, urban warfare. Includes 7 historical scenarios from 1941 on, 2 dblsided geomorphic maps, 2 countersheets, 24 data cards. J.Day'12	98562	\$28.00		New	BC			1	
<b>Paths of Glory, First World War 4th</b> 2010 Reprint. Our very last copy. ■ 2010 Reprint (ie 4th edition) of the last revision of this extremely popular strategic level game of WW-1 in Europe and the Near East using the modestly simple board game utilizing cards for strategic events, ala Krieg. Corp/army level, w/ seasonal turns, 3 scenarios. MOST HIGHLY RECOMMENDED. '10	96226	\$249.00	**	New	BC	**	OoP	8	
<b>Pax Baltica 2nd</b> Update of the Swedish Three Crowns block-system game of the Great Northern War, 1700-21, that broke Swedish domination of the Baltic. This war was something of a sideshow of the War of Spanish Succession, and included an alliance between Russia under Peter the Great, Denmark & Saxony-Poland. Special events (including plaques) make the best laid plans a gamble. 5 scenarios of varying length. Seasonal turns, area movement over much of north & eastern Europe. 72 wooden blocks, 57 cubes. S.Ekstrom, G.Bjorkman'12	107237	\$38.50		New	BC			6	
<b>Pensacola 1781</b> Game of the obscure siege of Pensacola (in what is now Florida in the US) by a Spanish army against a smaller British force with Indian allies. The Spanish must establish positions for siege weaponry, then protect it from raids while it is constructioned, and finally execute an effective assault. The Brits must disrupt the Spanish by threatening any of several vulnerabilities. '10	107012	\$25.00		New	BC			4	
<b>PQ-17, Arctic Naval Operations 1941-3</b> 2-player game of the naval war during WW2 in the Barents & Norwegian Seas as the western Allies attempt to supply the USSR. Uses a block system to provide limited intelligence, with each block being a task force of varying size of similar ships or subs, or a dummy. 58 blocks, 416 counters, 80 cards. C.Janicic'09	103870	\$28.00		New	BC			4	
<b>Prussia's Glory II</b> Quadrige of 4 more of Frederick the Great's most famous battles: Prague, Kolin (Frederick's first defeat), Krefeld, Kunersdorf. Includes further refinement to the PG system. 704 counters, 2 double-sided maps. '07	101857	\$39.00		New	BC	OoP		4	
<b>Ran, Warfare in Sengoku Jidai Japan</b> Great Battles of History series game that follows up on Samurai, covering medeival warfare in Japan in the Sengoku period of 1550-1650. 7 scenarios (most using half-sized maps). Includes 2 full doublesided maps, 5 countersheets, 100yd/hex, 20min/turn. R.Berg, M.Herman'07	106305	\$55.00		New	BC	OoP		3	
<b>Rebel Raiders on the High Seas</b> Strategic-level game of the naval portion of the American Civil War. Utilizes cards to vary play & introduce color, but is not a card-driven game. The Confed must send ships abroad to return with supplies, and to raid Union forces. The Union can launch amphibious assaults as well as blockade ports to prevent use of Confed ports. Relatively fast playing. Many optional rules. 1 map, 2 countersheets, 110 event cards. 4mo/turn, ship/squadron level, area move. M.McLaughlin'13	100863	\$49.00		New	BC			6	
<b>Reds! Russian Civil War 1918-21 2nd</b> Reprint of this operational game of the Russian Revolution of 1918-21, including the Russo-Polish War. Army/corp level. Basically a simple system for a highly confused, swirling conflict, modeled using a simple chit activation system. Map extends from Poland to the Urals. Includes special rules for amphibious assaults, the Czar, armored trains, foreign intervention, the gold, etc. Reds must clear the board to win. 1 map, 224 counters, 65mi/hex, 1-2mo/turn. T.Racier'12	98215	\$35.00		New	BC			6	
<b>Risorgimento 1859</b> Cherry. ■ Large game of the 1859, 2nd Italian war of independence plus grand tac games of Magenta & Solferino. Campaign game is point-point w/ div/corp level units. 1120 counters, 2 backprinted maps. Tac games are 325yd/hex, 1hr/turn, btn/rgt level. R.Berg'00	49291	\$65.00		Mint	BC	OoP		4	
<b>Roads to Moscow 1941</b> Game covering 2 key battles as the German Army Group Center struggles to progress towards Moscow in Oct. 1941. Mozhaysk to the west of Moscow, Mtsensk to the south, represent the bitter fights of that time as the Germans push forward, fighting time as much as the Soviets. Includes 3 countersheets, 2 maps. V.Von Borries'13	101763	\$39.00		New	BC			4	
<b>Saints in Armor</b> 6th game in the Musket & Pike series. Game including 6 battles from the early years of the 30 Years War, a period in which the Imperial & Catholic forces were largely victorious. Includes battles of: White Mountain (1620), Wimpfen (1622), Hochst (1622), Fleurus (1622), Stadtlohn (1623), Lutter am Barenberge (1626). Uses the Musket & Pike Battle system. 3 maps dblsided, 840 counters. 20-30min/turn, 100yd/hex, rgt/brig level. B.Berg, A.Hansen, D.Ekberg'12	107238	\$49.00		New	BC			3	
<b>Saratoga, Turning Point of Am Rev 2nd</b> Modest sized, fast playing, relatively simple game of the pivotal battle of Sept. 1777 that ended with the destruction of Burgoyne's army of 7,000. Hourly turns, 200yd/hex, using the Battles of the Am Revolution game system. M.Miklos'06	103572	\$45.00		New	BC	OoP		2	
<b>Saratoga, Turning Point of Am Rev, 1777</b>	41392	\$38.00		New	BC	OoP	Err	2	

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Specific Condition, Subject, Designer, Year		Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale	Plyrs	
Box corner dinged. ■ Modest sized, fast playing, relatively simple game of the pivotal battle of Sept. 1777 that ended with the destruction of Burgoyne's army of 7,000. Hourly turns, 200yd/hex. Uses the BtIs of the Am Rev game system. M.Miklos'98												
<b>Sicily, Fast Action</b>			<b>100722</b>		<b>\$25.00</b>	<b>New</b>	BC				4	
2nd game in the Fast Action Battles system. Units are wooden blocks, with minor assets represented by counters. Map is an area move map of Sicily. Covers the Allied invasion & conquest of Sicily, July 1943, as strong Allied forces must force Axis forces off the island in the face of difficult terrain & a stout German defense. R.Young'12												
<b>Siege of Alesia, Gaul 52BC</b>			<b>100832</b>		<b>\$65.00</b>	<b>New</b>	BC	OoP			4	
Last copy. ■ Grand tactical game of the epic battle of Alesia, 52BC, in which Caesar besieged 50,000 Gauls including the leader of the rebellion, Vercingetorix, while himself being besieged by a 250,000 strong relief force. Simpler system that includes the Roman's extensive fortifications & strong points. Map covers roughly the same ground as the AH classic, Caesar, with a similar scale. 2 maps, 700 counters. 250-700men/unit, 100yd/hex. R.Berg, M.Herman'05												
<b>Silver Bayonets</b>			<b>103357</b>		<b>\$42.00</b>	<b>Mint</b>	BC	OoP	Err		2	
12 scenario game of the conventional battle for the la Drang Valley early in the US's 2nd Vietnamese War, 1965. The NVA sends a full division against the tightly held area in the highlands of central south Vietnam & the town of Pleiku. The newly arrived 1st Air Cav reinforced the desperate ARVN defenders & a tough, monthly-long battle ensued. Company level, with integrated movement & combat, limited intelligence. 12 scenarios including what-ifs. 200 counters, 1day/turn, 1mi/hex. G Billingsley'90												
<b>Silver Bayonets</b>			<b>1224</b>		<b>\$38.00</b>	<b>Excell</b>	BC	OoP	Err		2	
Punched & played, but clean & complete. ■ 12 scenario game of the conventional battle for the la Drang Valley early in the US's 2nd Vietnamese War, 1965. The NVA sends a full division against the tightly held area in the highlands of central south Vietnam & the town of Pleiku. The newly arrived 1st Air Cav reinforced the desperate ARVN defenders & a tough, monthly-long battle ensued. Company level, with integrated movement & combat, limited intelligence. 12 scenarios including what-ifs. 200 counters, 1day/turn, 1mi/hex. G Billingsley'90												
<b>Simple Great Battles of Hist Btl Manual</b>			<b>96267</b>		<b>\$12.00</b>	<b>New</b>	Bk				3	
Booklet containing a Simple GBOH version of every battle/scenario published in C3i mag (thru issue #14) or in the SPQR Player's Guide. Nearly 60 scenarios in all are included. Scenario booklet plus 140 counters, plus a complete, update SBGoH rulebook. Requires possession of base games & original C3i articles (available online for out of print issues on GMT's website). '06												
<b>Simple Grt BtIs of History Playbook 2nd</b>			<b>92933</b>		<b>\$15.00</b>	<b>New</b>	zl	Going			3	
Kit providing streamlined, fast playing rules for the Great Battles of History system including a book w/ all scenarios from Delux Alex, SPQR, Caesar, Conquest of Gaul, Cataphract & their modules. Allows simpler, faster play of existing scenarios in this game series, and requires original games to play. R.Berg, M.Herman'04												
<b>Space Empires 4x 2nd</b>			<b>103726</b>		<b>\$45.00</b>	<b>** New</b>	BC	**			4 M	
2012 Update with thicker counters plus an additional countr sheet. 1-4 player game of galactic space eXploration, eXpansion, eXploitation & eXtermination! Players explore a largely empty map of space, discovering 12 types of space terrain including asteroids, planets, nebulae. Players can form colonies for long term growth, or mining operations for quick income. And build ships from 10 classes and 50 levels of tech. And of course when empires meet, there is conflict... Multiple scenarios and very high solitaire suitability. 4 countersheets, mounted map. J.Krohn'12												
<b>Space Empires 4x: Close Encounters Kit</b>			<b>100833</b>		<b>\$42.00</b>	<b>** New</b>	BC	**			4 M	
Kit useable with either edition of Space Empires 4X. Adds more technology & sci-fi in simple ways; modular design allows using any combination of rules components. Also includes rules for unit skill development, more counters of each ship type, & ground troops. J.Krohn'12												
<b>Spanish Civil War 1936-9</b>			<b>97694</b>		<b>\$85.00</b>	<b>New</b>	BC	OoP			6	
Fast playing, brig-div level game of the Spanish Civil War with monthly turns, Nov'36 on. 480 counters plus what ifs including an Axis invasion of Iberia in 1941-2. J.Romero'10												
<b>SPQR, Art of Warfare...Africanus</b>			<b>61556</b>		<b>\$15.00</b>	<b>New</b>	n	OoP			2	
Module #4. 2 btIs in Iberia led by Rome's Scipio, Baecula 208BC & Ilipa 206BC. Intended for SPQR 2nd. M.Herman, R.Berg'94.												
<b>SPQR, Art of Warfare...Barbarian Kit</b>			<b>105120</b>		<b>\$19.00</b>	<b>New</b>	zl	Going			2	
Module #5 for SPQR (either 2008 or original), adding rules, charts & 140 counters for 5 btIs between Rome & surrounding tribes early in the republic's history: Lautulae (315BC), Tiferum (297BC), Sentinum (295BC), Telamon (225BC), Cremona (200BC). '08												
<b>SPQR, Art of Warfare...Pyrrhic Victory</b>			<b>56731</b>		<b>\$25.00</b>	<b>New</b>	n	OoP			2	
Module #2 for SPQR adds map & rules for 2 btIs: Heraclea 280BC & Ausculum 279BC. Reqs War Elephant & SPQR. '93												
<b>Stalin's War, Eastern Front 1941-45</b>			<b>101291</b>		<b>\$38.00</b>	<b>New</b>	BC	Going			6	
Card-driven game by a skilled designer, covering WWII in the East, from Berlin to the Urals. Combines standard hex movement with the flow of events thru card play. 60mi/hex, corp/army level. 390 counters, 1 map, 2x 55-card event decks. T.Racier'10												
<b>Sun of York</b>			<b>107239</b>		<b>\$25.00</b>	<b>New</b>	BC				3	
Card game of various tactical battles during one of England's many civil wars, the War of the Roses. All the major leaders of the day are represented by cards as are troops & mercenaries, terrain, events, orders, etc. Successfully depicts how chaotic the melees often were, and the difficulty of retaining command control. 220 cards, 140 markers. M.Nagef'11												
<b>Supreme Commander, WWII in Europe '39-45</b>			<b>105859</b>		<b>\$45.00</b>	<b>New</b>	BC				6 5	
2-5 player, grand strategic game covering all of World War II in Europe from Sept. 1939 to its bloody conclusion. Design emphasizes streamlined play yet includes coverage of all the important theaters & elements of the war, including economic & diplomatic systems, strategic warfare, tech advancement, amphibious invasions, partisans, & more. 2 countersheets. D.Holte'13												
<b>Sword of Rome, Conquest of Italy 2nd</b>			<b>106160</b>		<b>\$49.00</b>	<b>** New</b>	BC	**	OoP		8	
Our last copy. 2010 2nd edition. ■ 2nd ed has mounted map, 5 card decks including Carthage, thicker counters, & include 5-player rules. Card-driven, point-point movement game following in the steps of Paths of Glory & For the People. Covers Rome's early struggle for dominance in Italy in the 3rd & 4th centuries BC. Much play variation with 152 event cards, and up to 4 players in multiplayer games. 13yrs/turn, 4000men/unit. B.Johnson, V.Ruhnke'10												
<b>Twilight Struggle, Cold War 1945-89 7th</b>			<b>107228</b>		<b>\$42.00</b>	<b>** New</b>	BC	**			8	
2014 Deluxe edition reprint. ■ Deluxe edition; 2014 reprint of this immensely popular, 2-player game of the Cold War thru the fall of the Soviet Union, 1945-1989. Covers the secret intrigue as well as the small hot wars in which the USSR & the western allies used hapless proxies to further their ends. 4th ed added revised map now mounted, 6 addtl cards, thicker counters with rounded corners. '14												
<b>Twin Peaks, Battles of South &amp; Cedar Mtn</b>			<b>106290</b>		<b>\$42.00</b>	<b>New</b>	BC				3	
Game of two battles from the American Civil War, using the venerable Grt Battles of the ACW game series: Cedar Mtn and South Mountain. At Cedar Mtn, Jackson's forces attempt to destroy an isolated Union division but Union forces reinforce, Aug 1862. At South Mtn, McClellan's Union forces act swiftly to capture Confederate plans by marching thru South Mtn to cut Lee's forces in two. G.Laubach, R.Berg, J.Alsen'14												
<b>Unconditional Surrender!, WWII in Europe</b>			<b>104937</b>		<b>\$49.00</b>	<b>New</b>	BC				8	
2-4 player, strategic level game of World War II in Europe & northern Africa. Games uses an army-level, low counter density system, and emphasizes planning and interaction among allies, as well as economics & production. 840 countersheet, 2 maps, army level, 1mo/turn, 2-4 players, 30-40mi/hex. S.Vasta'14												
<b>Unhappy King Charles, English Civil War</b>			<b>102816</b>		<b>\$75.00</b>	<b>New</b>	BC	OoP			6	
2009 Intl Gamers Award for Multi-Player Game. Game of the English Civil War, 1642-5, using the We the People game system. Different card decks provide the flavor for the early, mid & late years of the war. Brigade-level units are assigned to leaders or forts; non-moving armies may intercept enemy movements. 11 turns with possible early automatic victory. C.Vasey'08												
<b>Urban Sprawl</b>			<b>107240</b>		<b>\$30.00</b>	<b>** New</b>	BC	**			A 4	
2-4 player game modeling how a town grows into a sprawling metropolis. Players are entrepreneurs, tycoons & politicians seeking "growth" & thus wealth & prestige. Buildings are placed on an existing grid of streets. Building Permits can be converted to cash, and players can execute a limited number of actions each turn: gain new building permits, build, or acquire a favor. Something like SimCity, except the goal is ultimately personal - rather than social - advantage. C.Jensen'11												
<b>War Galley 2nd</b>			<b>100836</b>		<b>\$45.50</b>	<b>New</b>	BC				1	
Reprint of this game of ancient naval warfare using an evolution of the Great Battles of History system. Fast playing with half the rules of a typical GBOH game, yet includes all aspects of galley ship warfare. Includes 560 1" ship counters, 560 1/2 counters, 2 maps, 13 scenarios of all scales & special rules for flames, dieklux, etc. R.Berg, R.Herman'06												
<b>Washington's War</b>			<b>101764</b>		<b>\$99.00</b>	<b>** New</b>	BC	**	OoP		6	
Update of We the People, perhaps the first card-driven game. Covers the American Revolution on a strategic, point-point map. This version speeds play (to about 90min per game) & is highly suitable to tournaments. 2 countersheets, 110 cards, mounted map; 1yrr/turn. M.Herman'10												
<b>Wellington, the Peninsular War 1812-14</b>			<b>99601</b>		<b>\$39.00</b>	<b>New</b>	BC	OoP			6	
Strategic level, card-driven game of the final leg of the Peninsular War, 1812-4, as Wellington drove the French back to the center of Spain and then back to France. Uses the Napoleonic War system, but with only 3 turns and a larger deck, so the action is more furious and straight forward. Suitable for 2-4 players, with the 4th player playing the French in southern Spain. 1 map, 3 countersheets, 110 cards. c.5000men/unit, 1yrr/turn. M.McLaughlin'05												
<b>Wilderness War, French &amp; Indian War 2nd</b>			<b>106162</b>		<b>\$65.00</b>	<b>** New</b>	BC	**	OoP		4	
2nd ed with mounted map. ■ 2nd ed has mounted map & minor rules tweaks. Card & board game of the French & Indian War, 1755-60, using the For the People/We the People/Paths of Glory system, including stand-up leaders and colorful card that shape play. Covers an area from Lake Erie to Quebec and all of New England. Contains 3 scenarios plus a campaign. Includes extensive examples of play & strategy notes. Btl/nrgt level, semi-annual turns on a pt-pt map. 271 counters, 70 cards. V.Ruhnke'10												

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surcharges	General	Box	Out-of	Errata	Game #-of	
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale
									Plyrs
<b>Wilderness War, the French &amp; Indian War</b>		103989		\$36.00	Mint	BC	OoP	Err	4
First, 2001 Edition. Rules have been read; card deck opened, but counters unpunched. Others very clean. Includes errata. ■ Card & board game of the French & Indian War, 1755-60, using the For the People/We the People/Paths of Glory system, including stand-up leaders and colorful card that shape play. Covers an area from Lake Erie to Quebec and all of New England. Contains 3 scenarios plus a campaign. Includes extensive examples of play & strategy notes. Btl/nrgt level, semi-annual turns on a pt-pt map. 271 counters, 70 cards. V.Ruhnke'01									
<b>Won by the Sword</b>		106651		\$39.00	New	BC			4
First of an intended game series covering the battles & campaigns of the Thirty Years War. Operational level with a point-point map of the key state of Bavaria (southern Germany). Offers limited intelligence via off-map force displays. Each army expends one card per impulse that determines activity level, supplies, etc. 1mo/turn, Rgt level, 17/12km. Includes 1 map, 4 countersheets, 55 cards, full campaign plus shorter 1632-48 scenario. B.Hull'14									
<b>World at War 2nd</b>		107016		\$135.00 **	New	DC **	Going		8
2013 Reprint. Evolution & further development of AH's Advanced Third Reich & Emp of Rising Sun. Completes the game system, refining the rules with various enhancements. 12 scenarios & campaigns. Adds named capitol ships, naval construction, oil consumption, diplomacy rules, and additional terrain types. A massive game set with 10 countersheets, 4 maps. 3mo/turn, 60 or 100mi/hex, Div/corpl level, individ cap ships. Complex. B.Harper'13									
<b>GMT C3i Magazine</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime									
<b>C3i # 5</b>		49699		\$25.00	New	n	OoP		Z
50pg color mag covering GMT's games. Includes Down in Flames Winter War inserts (4), GBoH tactics, SPQR Castulo 211BC scenario, Alex in Italy hypothetical scenarios, SPQR tactics, Rise of Luftwaffe tutorial, Silver Bayonet strategy, Btls of Waterloo scenario, errata for Alex Deluxe, Btls Waterloo, Britain Stands Alone, Op Mercury variant (counters were in #4). '95									
<b>C3i # 6</b>		63441		\$25.00	New	n	OoP		Z
w/SPQR modules for Btl of Telamon, 225BC, Mago in Celt-Iberia, 207BC, & Btl at the Po River, 203BC; also Schweinfurt Raids scenario for 8th Air Force. Variants for Rise Luftwaffe, Britain Stands Alone, 3Days Gettysburg. Errata for Brit Stands Alone, 3Days Gettysburg, 8th AF, Diadochi. '96									
<b>C3i # 8</b>		53663		\$39.00	New	n	OoP		Z
Mag & Game. Errata for Btl for N.Africa, Crisis:Sinai. Play aid inserts for Btl for N.Africa, Samurai, Norway. Simplified std rules for Great Btl of History. Scenarios for Btl N.Africa, SPQR, Typhoon. '97									
<b>C3i # 9</b>		53200		\$64.00	New	n	OoP		Z
w/ 40 variant counters for Typhoon, Inv Norway & Alex Deluxe. Mag articles on new SPQR & Alex scenarios; Saratoga designers notes; Inv Sicily designers notes, strategy & errata; Typhoon strategy, plus retrofitting the game w/ Barbarossa rules; Waterloo variant, solitaire Glory. '99									
<b>C3i #12</b>		53251		\$69.00	New	n	OoP		Z
w/ 140 counters (Btls N.Africa(12), June 6 (12), River Death (80), 3Days (12), DIF Zero (8), War Galley (6), & others). Also card inserts for DIF (3), War Galley scenarios (2) and AGN (2). War Galley scenarios, DIF Israeli War of Independence campaign, Tigers in the Mist analysis & replay, Justinian game v. history, multi-player War Galley rules, Barbarossa Army Group North alternative bombardment rules, Saratoga/Brandywine combat techniques, Companion units in Successor (AH), J.Caesar Thapsus strategy & Rubicon analysis. Mag increased in size to 50pgs, but price nearly doubled. '00									
<b>C3i #14</b>		58534		\$54.00	New	n	OoP		Z
Excellent mag supporting GMT's games. Includes scenarios for SPQR, War Galley, Caesar, variants for Battle Line & Hornet Leader, a Triumph & Glory add-on kit including a map & 140 counters, a Zero campaign covering the Neatherlands East Indies 1942 (w/ 3 cards), 6 June Brit 1st airborne variant, 2 8th AF target cards, Barb AGS replay, Paths of Glory strategy, and errata for Zero, Wilderness War, Simple GBOH. 52pgs. '02									
<b>C3i #15</b>		72916		\$29.00	New	n	OoP		Z
w/140 err/variant counters (Kasserine (40), SQPR (74), Ukraine'43 (10), For the People (16). Excellent mag supporting GMT's games. Includes historical notes & addtl rules for Risorgimento, strategy for Paths of Glory, strategy & variants for Barbarossa to Berlin, strategy for Clash of Giants, Kasserine pass variant w/ 40 counters & map, 4 GBoH modules with counters, plus Daylight'45 campaign scenario for Down in Flames. RECOMMENDED. '04									
<b>C3i #16</b>		73022		\$53.00	New	n	OoP		Z
w/ Churubusco variant for Gringo! w/ new rules & 136 counters (+ 4 errata counters for World at War); also includes 4 sheets of cards & scenarios for Down in Flame Aleutian '42 campaign. 48pg mag w/ articles & scenarios for GMT games: SPQR scenario for Agrigentum & Adys; strategy for Reds!, Rise of Roman Republic, and Von Manstein's Backhand Blow; Down in Flames campaigns for Aleutians (w/ cards) & Bismarck Seas 1943 (both for Zero & Corsairs/Hellcats); and Ruin of the Reich 1944 scenario for Europe Engulfed designed for 7 players (ala Btl for Germany); and June 6 strategy. '05									
<b>C3i #17</b>		74478		\$49.00	New	n	OoP		Z
48pg mag w/ articles & scenarios for GMT games: w/ (18) counters for Downtown; (1) 30 Years War; (5) Borodino; (1) Barb to Berlin; (2) 3Days Gettysburg; (25) Rise of Roman Republic; (10) Empire of Rising Sun; (80) counters + rules & map for Cheriton variant for This Accursed Civil War; 5 cards for a Dunkirk1940 Down in Flames campaign. Articles cover Siege of Alesia basic tactics; M.Herman's Card Driven Game Design; Sicilian Campaign of 2nd Punic War for War Galley & SPQR; c3i Mag index 1-16; intro to Manifest Destiny; Downtown Linebacker III scenario; Cheriton 1644 scenario for This Accursed Civil War; Sweden Fights On analysis; Combat Commander prototype description; Empire of the Sun strategy. '06									
<b>C3i #18</b>		79961		\$76.00	New	n	OoP		Z
w/140 counters (for Downtown (26), SPQR (61), War Galley (5), Down in Flames (34), Carthage (2), Caesar in Alexandria (2), Siege Alesia (3), Ardennes'44 (7)); Downtown Thanh Hoa map extension; Down in Flames Poland campaign; Downtown Dragon's Jaw new aircraft card; Btl Am Rev tactics card. 48pg mag w/ articles on Twilight Struggle strategy & design & threat matrix; War Galley Alalia & Cumae scenarios; Flying Colors scenarios; learning Here I Stand; Borodino strategy; DIF Poland campaign revision; Corsairs & Hellcats variant; Empire of the Sun amphibious assaults; Empire of Sun optional rule. '06									
<b>C3i #19</b>		83327		\$99.00	New	n	OoP		Z
w/ 140 counters (34 Emp of the Sun, 65 Pax Romana, Adolphus 5, DIF 1, Onward Christian Soldiers 7, Crisis Sinai 20) & 19 Cards for Here I Stand. Contains ARTICLES ON: Combat Commander Scenario 10 briefing, designer notes & new scenario; For The People analysis & players guide; Pax Romana scenarios; Emp of the Sun optional rules & HQ counters; Command & Colors Ancients scenarios; Wellington strategy; Here I Stand 2 player variant. '07									
<b>C3i Magazine #20</b>		90347		\$19.00	New	n	Going		Z
Includes professional version of DRIVE ON METZ intro game w/ 28 counters & map. Also includes variant/errata counters for SPQR Herdonia & Syphax scenario2 (44); Pax Romana (30), Asia Engulfed (4), Combat Command (1), Empire of the Sun (6), 1914, Twilight in East (20). This issues articles include: Combat Commander Mediterranean scenario 14 playthr; SPQR battles of Herdonia, 212 & 210BC, and Syphax, 213 & 212BC; Empire of Sun optional rules; Great War in Europe events glossary; Command & Colors scenarios; Flying Colors Trafalgar campaign module; Japanese opening moves in Asia Engulfed; Greco-Persian War (570-300BC) scenario for Pax Romana; Down in Flames Zero early years dogfight scenarios; designer's notes for Stalin's War; GMT's top 20 games. '08									
<b>C3i Magazine #21</b>		103731		\$14.00	New	n	Going		Z
A meaty issue w/ variant counters for Pax Romana (14), Clash of Monarchs (6); SPQR (14); Caesar, Conquest of Gaul SPARTACUS scenario & counters (40); Barbarians (24); For the People II (6). Combat Commander map insert, 26 counters; Commands & Colors addtl scenario inserts (2); Twilight Struggle card inserts (3); pack of Empire of the Sun cards; Combat Commander Europe variant rules, new scenarios, etc. ARTICLES ON: Empire of the Sun strategy; SPQR Grumentum scenario; Manoeuvre strategy & design notes; Flying Colors Trafalgar scenarios; Pax Romana scenario; Successors strategy; Down in Flames Zero & Corsairs campaign; For the People variant rules; SPQR & War Galley 2nd Punic War campaign game rules. '09									
<b>C3i Magazine #22</b>		100222		\$15.00	New	n	Going		Z
A meaty issue w/ 88 counters: Bulge (3); Men of Iron (51); Empire of the Sun (6); Fields of Fire (28). ARTICLES ON: Unhappy King Charles analysis; Successors 3rd special abilities (with insert); Pursuit of Glory analysis; SPQR scenario for battle of Utica 203BC w/ insert card; Men of Iron primer; random events in Conquest of Paradise (w/ 3 sheets of cards); Canadians variant in The Bulge; Agincourt scenario (w/ map) for Men of Iron; analysis of Successors 3rd; Europe Engulfed Axis strategy; Spartacus 88-55BC scenario for Pax Romana; 1943 scenario analysis for Empire of the Sun; pathfinder Combat Commander campaign for Normandy 1944 (w/ 2 page inserts). '09									
<b>C3i Magazine #23</b>		104540		\$20.00	New	n	OoP		Z
Mag & Game. Inserts include 140 counters for Jena 20 game (40), Chandragupta (18), Barbarossa Kiev to Rostov (2), 1914 Twilight in the East (3), Ship of the Line (10), Elusive Victory (10), SPQR (4), Dead of Winter (18), PQ-17 (2), For the People II (18), Pursuit of Glory (2), 9 others.; Complete Jena 20 game; Chandragupta variant; PQ-9/10 scenario; SPQR Elephant Victory scenario; For the People Naval Card Variant Effects; FAB Bulge Set-up Aid & Asset Capabilities Mix; Combat Commander Scenario 103 & 110 scenarios; Commands & Colors Epic Ancients scenario card. ARTICLES ON: For the People 10th anniversary variant rules; Hellenes developer's notes & strategy; Pursuit of Glory analysis; SPQR Elephant Victory scenario, 277BC; PQ-17 strategy & tactics; Combat Commander Stalingrad scenario 35 analysis; Kutuzov survival strategy; Paths of Glory & the Low Countries; Coromandel Campaign 1758-9 for Flying Colors; Red Winter preview; history of the Peloponnesian War; history of the Mauryan Empire & Chandragupta; Elusive Victory additional rules & what-if scenarios. '09									
<b>C3i Magazine #24</b>		100226		\$46.00	New	n	OoP		Z
W/ 140 counters (Btl Normandy (66), SPQR War Elephant (4), Chariots of Fire (3), SPQR Crotona (3), SPQR (6), Serpents of Sea (12), Hellenes (14), Ship of Line (2), Elusive Victory (18), Washington's War (14)); 4 insert cards for Hellenes; Scheldt campaign insert for Combat Commander; C&C Camulodunum & Mona Insulis scenario insert; SPQR player aid card insert; 4 Btl for Normandy play aid inserts; 2 Washington's War inserts; Jena 20 play aid insert. ARTICLES ON: Asymmetrical strategy in Washington's War; Optional rules & scenario variants for Btl for Normandy; Hellenes campaign game strategy & play hints; Combat Commander index to C3i articles; 6 New aircraft for Elusive Victory w/ 3 scenarios; designers' notes for P500 games; Asia Engulfed analysis & strategy; SPQR Crotona scenario; Caucasus Campaign strategy. '10									
<b>C3i Magazine #25</b>		101863		\$39.00	New	n	OoP		A



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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surcharge	General	Box	Out-of	Errata	Game #-of		
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale	Plyrs
Mag & Game. Includes Battle for Moscow 2nd, a complete & colorized update of this great beginners game of the German assault on Moscow, 1941; 124 counters (44 Btl Moscow; 1 Successors; 1 Caucasus; 2 Labyrinth; 10 Normandy44; 32 Ardennes44; 19 Asia Engulfed; 1 Washington's War; 12 Clash Monarchs); Labyrinth optional rules insert & decision flow inserts; Flying Colors fleet scenarios insert; SPQR scenarios insert; Combat Command scenario insert; Commands & Colors Epic Ancients II inserts. ARTICLES ON: Labyrinth developer's notes & use in the classroom; Gamer profile of Jeremy Antley; SPQR scenarios Baies River 236BC & Tader River 228BC; Flying Colors & Serpents of the Seas tour; Card Drive Games by Mark Herman; Japanese opening moves in New Guinea & the Solomons in Empire of the Sun; index to C3i mag articles & inserts for Empire of the Sun; Charles Roberts memorial, the founding years & 1988 interview; Clash of Giants strategy; CC New Guinea designer's notes; Command & Colors Imperial Rome Adrianople 378AD scenario. '11				\$18.00	New	n				A
<b>C3i Magazine #26</b>		104760		\$18.00	New	n				A
Mag & game & inserts. A beefy issue with OBJECTIVE KIEV (a complete game) plus 280 counters: 1914 Twilight in East (140); Combat Commander (18); Infidel (10); SPQR Magna Graecia (4) & Bactis Tadar (14); 1805 (14); Barbarian (3); Am Rev series (4); Empire of the Sun (8); No Retreat! (12); Obj Kiev (40+blanks). Plus inserts for SPQR Barbarian Sipontum 334BC, Baetis River 236BC, Tader River 228BC scenarios; Space Empires 4X log sheet; Red Winter Ice Ball variant; Andean Abyss flow charts; CC Europe scenario location reference map & terrain effects aid; CC Europe scenarios 115-116; 2 scenarios for C&C Epic Ancients II; Set up aids for 1914 Twilight in East (2 scenarios); No Retreat! solitaire rules with card & play aide inserts. OBJ KIEV is a small (40) counter game of Army Group South's campaign toward Kiev in the summer of 1941. This was a hard-fought campaign, with the USSR's southern forces being far more alert & prepared for the Axis offensive than its forces in the north. And armored attacks can have a serious impact on the German schedule. Soviet goal is to delay a victory in the Ukraine such that any attack on Moscow would be delayed & unlikely to succeed. F Chadwick '12 / ARTICLES ON: Designers & Developers share their thoughts on the design process; Tannenberg campaign variant for 1914 Twilight in the East & historical article on Austria-Hungary's mobilization; Labyrinth walk-thru; Initiative in Game Design by Mark Herman; Space Empires 4X optional rules; interview with John Butterfield; Argentoratum 357AD scenario for C&C Ancients; Union strategy in For the People; scenario & variant rules for 1805; GBoH magna Graecia scenarios covering Greece's attempts to preserve its dominance in the late 4th century BC; Red Winter optional rules; interviews with Mark Barker & Leland Myrick; intro to Andean Abyss, plus solitaire variants.				\$18.00	New	n				A
<b>C3i Magazine #27</b>		107035		\$18.00	New	n				A
Mag & game & inserts. Another very beefy issues, with game, lots of inserts, & more. w/ Variant/errata counters for: Rds to Moscow (4); Guilford (4); Bloody April (20); Rebel Raiders (20); No Retreat Africa (38); Mr Madisons War (1); Cuba Libre (5); Siege of Alesia (1); SPQR (10); Emp of Sun (4); Andean Abyss (12); GBOH various (18); Iron & Oak (20); Devil's Horseman (15); Chariots of Fire (6); Flying Colors (16). / Includes SOVIET DAWN, a small, fast-playing solitaire game of the Russian Civil War 1918-21, w/ 28 counters & 48 color cards. Player takes the role of the Soviet high command, field each threat the Whites throw your way. D.Levilloff '13 / w/ 2 Combat Commander scenario cards #117-120; SPQR Dertosa 215BC				\$18.00	New	n				A
<b>Good Enterprises</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Ancients, 2nd</b>		1236		\$25.00	Excell	HC	OoP			2
W/ color box. 25% punched, mostly in strips. Otherws cherry. ■ Colorized box version. 9 counters loose from tree. Tactical ancient warfare. Good game w/ 18 scenarios & campaign game. 1986.										
<b>GRD's Europa Mag</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>EUROPA MAGAZINE</b>		96571		\$6.00	V.Gd or Better	n				Z
ESTIMATED PRICE EACH, see our online catalogs or Mag-Only Price List for full availability list. ■ Recent issues thru current (88) generally avail. #71-current \$6; #40-70 \$5; #8-10,12-37 \$5. Back issues also avail; SEE MAG-ONLY CATALOG for all in-stock copies. GRD's Europa-oriented house mag.										
<b>EUROPA MAGAZINE # 74</b>		55393		\$6.00	New	n				Z
ARTICLES ON: Sweden & its OoB in Grand Europa, with its war plans for various scenarios; Northern Theater of Ops play thru (winter war & invasion of Denmark & Norway); Blackburn Skua & Roc fighters; Storm Over Scandinavia place names; Continuation War scenario for Fire in the East; clarifications for Storm Over Scandinavia, Second Front, War of Resistance; lengthy history of events behind the War of Resistance. '00										
<b>EUROPA MAGAZINE # 76</b>		55397		\$6.00	New	n				Z
ARTICLES ON: Wizards of the Coast & Origins; War of the Outposts, pt2: Dakar scenario (w/ b&w map); Artillery, Ratings, Intelligence; French Infantry Weapons; Corsica, 1939-140 French OoB; Fall of France variant rules; Updating Fall of France; Strategy in Fall of France; the French Amiot 143; Allied ALSOS unit sniffing out German nuclear materials; Q&A & ERRATA for Battle fo the Bulge scenario, Second Front, War in the Desert, For Whom the Bell Tolls; play report of the 1916 scenario to March to Victory, with prepping the assault & the Need to Attack; Europa Exchange. '00										
<b>EUROPA MAGAZINE # 78</b>		55451		\$6.00	New	n				Z
w/ articles on the purchase of GRD by Mill Crk Ventures; Pt. I of a Second Front reply; Torch landing history; integrating War in the Desert & Second Front; supply in Second Front; Damned Die Hard notes & replay; US WW2 infantry weapons.										
<b>EUROPA MAGAZINE # 79</b>		79045		\$5.75	Mint	n				Z
w/ articles on Balkan Front replay; Storm over Scandinavia replay; SoS tweaks; Taking Denmark in SoS; Ardennes 1940 scenario for Fall of France & Second Front; rules for Fall of France at 3days/turn; French RR artillery; tweaks to Graziani's Offensive scenario from TEMR55, and adapting it to Wavell's War.										
<b>EUROPA MAGAZINE # 80</b>		79046		\$6.00	Mint	n				Z
w/ articles on trucks in Second Front; Kiwis in War in Desert/Second Front; linking War in Desert w/ Second Front; Salerno to Alps scenario for Second Front; Victory in the South scenario for Second Front; US siege artillery in Second Front.										
<b>EUROPA MAGAZINE # 84</b>		79030		\$6.00	New	n				Z
Mag covering the Europa, Glory & Great War game series. Includes Australians in Europa w/ index to prior articles; Road to Jerusalem scenario for Great War series (using Over There rules, mid east map, & counters formats included in scenario; intro scenario for the Glory naval system; French AVFs in Europa; Balkan Front using prototype supply rules. '03										
<b>EUROPA MAGAZINE # 85</b>		79031		\$6.00	New	n				Z
Mag covering the Europa, Glory & Great War game series. Includes Japan in the Great War; politics in Grand Europa thoughts; how to determine Spanish participation in WWII via FWBT; Bombing London '44 in Second Front; Czechs in WW2; Nisei, Japanese-American US army units in WW2; War of Resistance preplay, part I. '03										
<b>EUROPA MAGAZINE # 86</b>		79028		\$6.00	New	n				Z
Mag covering the Europa, Glory & Great War game series. Includes articles on sale of GRD to HMS; Total War in Spain; FITE scenario assuming that no Balkans Campaign took place; extended replay of War of Resistance. '04										
<b>Guldon Games (Lowry's)</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Bulge, Btl...['65]: Operation Greif, 1st</b>		106969		\$32.00	Mint	n	OoP			4
Cherry mint in a protective, thick plastic ziplock. ■ First of 3 incarnations of this nice little kit that makes Bulge '65 a (much) more historical game w/ nearly identical mechanics but a much better OoB. D.Lowry70										
<b>Bulge, Btl...['65]: Operation Greif, 2nd</b>		1274		\$32.00	Mint	n	OoP			4
1981 kit for Battle Bulge '65. Unmounted, colored counters. Adds a lot of historicity as well as color to a good but otherwise colorless game. '81										
<b>Guild of Blades</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Empires of History Magazine #1</b>		81734		\$14.00	New	zl	OoP			A
First issue of a 32pg mag dedicated to Axis & Allies type games & their variants. This issue contains a complete, sml game of the Battle for Stalingrad with 108 plastic chips, an all history scenario for War to End All Wars, & various variants, reviews, previews etc to this line of games. '02										
<b>Hasbro: New Avalon Hill</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Axis &amp; Allies 1942 2nd</b>		98099		\$49.00	**	New	LB	**		8 5
Update of the 1942 flavor of A&A beginning in the pivotal year of 1942. 2nd ed expands the board, adds 5 new plastic minis types (UK & German artil, UK & USSR subs & UK DDs) plus AA. Includes 410 plastic pieces. Oh, did we mention the new expanded price too? For 2-5 players. '12										
<b>Heat of Battle</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>ASL:Berlin, Red Vengence (remnant)</b>		90649		\$35.00	New	n	OoP			2
W/ revised (large hex) map. Rules & scenario cards are b&w photocopies. Does NOT include counters which much be downloaded from HOB web site (but are not necessary for play). Set of 10 scenarios, large map of Berlin & 56 counters focusing on the fight for the Reichstag, Apr 28 - May '145. Reqs Beyond Valor, Yanks, KGP II. '97										
<b>ASL:Buckeyes</b>		86273		\$40.00	New	Fo	OoP			2
Last copy. ■ Kit providing 10 scenarios covering the US 37th Inf 'Buckeye' Div in its campaigns in New Georgia and Bougainville in 1943-4. '03										
<b>ASL:Firefights Kit #2</b>		90658		\$30.00	New	Fo				2
Kit providing 6 small, intensive firefight scenarios from France 1940, east Africa & west front '44-5, plus 6 half-map overlays designed for maps #1,14,19,26-31,33. '05										
<b>ASL:Heat of Battle Waffen SS Update Kit</b>		102944		\$25.00	New	Fo				2
14 revised scenarios culled from the Waffen SS 1 & 2 kits, No Quarter No Glory & Fuhrer's Fireman. No counters, just scenarios for your gaming pleasure. '07										
<b>ASL:Kreta, Operation Merkur</b>		102960		\$55.00	New	Fo				2
Scenario kit covering the battles for control of the key Maleme airfield during the para assault on Crete, May 1941. Includes 56x40 historical map, 120 counters, Chp OM, 8 scenarios, 10 geomorphic map sections. '08										
<b>ASL:Kreta, Operation Merkur: REVISED MAP</b>		102963		\$13.00	New	n				2
Reprinted map printed on thicker paper & folded to a smaller size. '08										

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surchage Flag	General	Box	Out-of	Errata	Game #-of		
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale	Plyrs
<b>ASL:Long March</b>		102964		\$29.00	New	Fo			2	
ASL scenario kit with 17 scenarios covering battles between the Chinese Communists under Mao versus the Ghinese govt forces in the late 1940s. A campaign game links 14 of the scenarios. J.Long'09										
<b>ASL:Special Forces II</b>		102954		\$33.00	New	Fo			2	
Second in a series on special forces of all nations during WW2. This kit focuses on German Kustenjagers & their raids against the British & Greeks in the Mediterranean in WW2. Includes 6 tournament style scenarios printed in 2 colors, counters representing the Kustenjager SMCs, MMC, crews & special MGBs, 1 overlay, 6pgs of special rules. Reqs many prior ASL modules, and boards 2, 7, 10, 15,34, HOB I & II (or BFP H & I) & Gavutu Is overlay to play all scenarios. '12										
<b>ASL:Tropic Thunder!</b>		52544		\$42.00	New	Fo		OoP	2	
Glossy & nicely produced set of 12 scenarios w/ historical commentary on the 2nd Australian's campaign against the Japanese on Borneo, May-Aug'45. Nicely produced. Requires WoA & Code of Bushido, as well as numerous boards. '01										
<b>ASL:Waffen SS III, Neither Fear Nor Hope</b>		86360		\$25.00	New	Fo		OoP	2	
Kit containing 14 scenarios covering the actios of the 2nd SS Pzr Div (Das Reich) from Poland thru the end in April '45. '02										
<b>Heat of Battle: Recon Mag</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>ASL Recon by Fire Magazine #3</b>		102945		\$35.00	New	n			Z	
Special edition focused on Axis minor nations, w/ 20 scenarios. Includes articles on Bulgarian armor of 1944; a review of Armies of Oblivion; Romania's involvement in WW2; Hungary; & strategy in the issue's scenarios. '06										
<b>ASL Recon by Fire Magazine #4</b>		102947		\$45.00	New	Bk			2	
w/properly printed counters. ■ Original printing had reverse-printed coutners; properly printed counters later printed & substituted. 44pg ASL mag w/ strategy & tactics, this issue focused on captured AFVs in German use. 14 scenarios, 176 counters, various maps & overlays. '07										
<b>Hero Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Hero Champions RPG 2nd: Champions II</b>		76373		\$4.00	Excell	Bk		OoP	1	M
Supplemental rules set for an early edition of Champions. '82										
<b>Hero Champions RPG 2nd: Champions III</b>		76376		\$4.00	Excell	Bk		OoP	1	M
Supplemental rules set for an early edition of Champions. '84										
<b>Hexasim Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Allemagne 1813</b>		96428		\$37.00	New	BC			3	
Game in the Jours de Gloire Campagne series covering the campaign in Germany 1813, from Lutzen to Leipzig, at operational level. 5 scenarios. '11										
<b>Almeida &amp; Bussaco 1810</b>		105789		\$22.00	New	zl			3	
Grand tactical game of 3 battles in Spain & Portugal, 1810. The French under Massena attempt to defeat the English covering force outside of the fortress at Almeida, June 1810; the French assault Wellington's well-place army at Bussaco, Sept 1810; and the French cavalry advanced guard encounter the Allied rear guard at Coimbra, Oct 1810. Uses the Days of Glory (Jours de Gloire) game system with a chit activation system, formations & special rules for each battle. 1 dbl sided map, 216 counters. '11										
<b>Liberty Roads: Roundhammer 1943 Kit</b>		107251		\$25.00	New	zl		OoP	4	
Kit providing counters & rules for the big, big what-if of an Allied invasion of France in Sept. 1943 when German defenses were weak & ill-prepared - as were the Allies. Includes 128 counters, rules & play aids. Rules in English & French Y.le Quellec'11										
<b>Napoleon Against Europe</b>		107037		\$75.00	** New	LB **			8	M
Multiplayer, strategic level game of the Napoleonic era, 1805-15, using fleet & corp scale units, with play influenced by a colorful set of cards. Emphasizes the French need to control all of Europe to combat Britain & its allies. Logistics play a major role. 356 corp-level counters, 110 cards, mounted map. Akin to Empires in Arms. 2mo/turn. Rules in English. S.Thomas'13										
<b>Spartacus Imperator</b>		107243		\$37.00	New	BC			4	
Game of each of the 3 Servile (slave) Wars of ancient Rome: Spartacus (73-71BC), Tryphon (104-101BC) & Eunus (139-132BC). In each, the slaves must fan the rebellion quickly & solicit all the enslaved area's help before Rome can assemble its powerful forces. Players can take a very limited number of actions that vary with the season, and balance risks & rewards in exposing their leaders & forces to battle. Victory conditions continually change. Map covers Italy plus Sicily. A rousing game. '11										
<b>Historical Simulatsn, Ltd</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Manassas, 1st</b>		107204		\$65.00	Mint	zl		OoP	2	
Brigade level game of the first battle of Manassas, July 1861. Later reprinted by GDW. Uses a si-move system, formations, facing. Early game w/ good production values for the time, and a respected game system. 240 counters. T.Eller'74.										
<b>Imperium Publications</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Friedland 1807</b>		92769		\$35.00	V.Good	Fo		OoP	4	
Map & charts have some spotting. Rules are a clean photocopied. Others EX. ■ Early, div level game of this battle between France & Russia during the winter of 1807.										
<b>International Team Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Yorktown</b>		85045		\$50.00	** Excell	LB **		OoP	2	
Complete. ■ Large, simpler game of the Franco-American plan to besiege Yorktown while the Brits either hack there way out or prevent the capture of Yorktown. Amusing English translation of rules, w/ rules also in French, German & Italian.										
<b>Int'l Chess Ent (Ultra Mag)</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Ultra Magazine (1992 Fall)</b>		106547		\$7.50	Mint	n		OoP	Z	
<b>Ultra Magazine (1992 Spring)</b>		3814		\$7.50	Mint	n		OoP	Z	
<b>Ultra Magazine (1992 Summer)</b>		106546		\$7.50	Mint	n		OoP	Z	
<b>Ultra Magazine (1993 Spring)</b>		106548		\$7.50	Mint	n		OoP	Z	
<b>Ultra Magazine (1993 Summer-Fall)</b>		106549		\$7.50	Mint	n		OoP	Z	
<b>Ultra Magazine (1993 Winter)</b>		106550		\$7.50	Mint	n		OoP	Z	
<b>Ultra Magazine (1993 Winter)</b>		106551		\$7.50	Mint	n		OoP	Z	
<b>Ultra Magazine (1995 Summer)</b>		106552		\$5.00	Mint	n		OoP	Z	
Quarterly newsletter focused on AH's Adv Third Reich & Empire of the Rising Sun. ARTICLES ON: the Ultra organization & members; an Intro to Empire of the Rising Sun; Rising Sun Japanese Economic Strategy. '95										
<b>Iron Crown Enterprises</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Hero System RPG: Hero Bestiary</b>		76363		\$9.00	Excell	Bk		OoP	1	M
Sourcebook with various creatures. Includes 70 animals, real, mythic & fantasy, including dinosaurs, movie monsters, GM guidelines. '92										
<b>Hero System RPG: Ninja Hero</b>		76366		\$9.00	Excell	Bk		OoP	1	M
Martial arts sourcebook, covering aikido to wrestling.										
<b>Ivy Street Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Bethesda Church KIT</b>		41654		\$35.00	New	zl		OoP	4	
Very small game kit requiring any of Ivy's 3 brigade level games (Stonewall at Cedar Mtn, Williamsburg 1862, Chantilly). Provides exclusive rules, counters and map. Covers the brief opportunity the Confeds had to attack an isolated Union corp late in the Cold Harbor Campaign, May'64. H.Newsoms'99										
<b>Jagdpanther</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Airborne! 2nd</b>		106965		\$25.00	Mint	n		OoP	2	
Cherry mint. ■ 2nd ed, pouched version. Game of tactical combat with modern airborne forces, 1930-80. '76										
<b>Anvil-Dragoon, the Second D-Day #12</b>		107194		\$65.00	Mint	n		OoP	4	

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surchage Flag	General	Box	Out-of	Errata	Game #-
Specific Condition Subject Designer Year	Only? Part# Publisher Name	Price EA		Conditn	Type	Print?	Incl?	Scale Plyrs
<b>See page 1 for an explanation of the various codes &amp; column data used in this catalog.</b>								
Cherry. ■ Mag + Game. Simple, operational level game of the Allied inv of S.France, Aug'44, and the fight northward. 6 scenarios. Notable step up in quality w/ this issue. rbt/brig level, 148 counters, S.Cole76 / ARTICLES ON: The Second D-Day; a Point System to resolve rules inconsistencies in Anzio '69; Americans in SPI Soldiers; Air War in the War in the East; Historic Schutztruppe; Japanese Fantasy Midway Scenario for Fast Carriers; Dreadnought Campaign; Adding a Cavalry Division to March on India 1944; Correcting flaws in Stellar Conquest; Locaton of unit values on counters; Update to SPI WW3 based on recent history; critique of Fall of Rome #39; Historical changes to 1776; Soviet navy in SPI Korea; New units for Mech War; brief review of MAPLAY Guerilla; ERRATA for March on India 1944; CASE Battalion in Wurzburg; Morale in SPI Soldiers; Goeben scenario for Dreadnought; Adding a German carrier fleet to SPI Fast Carriers; Adding CVs to Third Reich.								
<b>Fall of Bataan</b>	84464	\$35.00		Mint	zl	OoP	Err	4
Light stains on rules, errata & map. ■ Simplistic game of the final battles of the Philippines on the Bataan peninsula. Japanese must eliminate all American units in 10 turns in rougher terrain to win. A.Eldridge, S.Cole75								
<b>Goetterdaemerung # 9</b>	22682	\$99.00		Mint	n	OoP		4 3
Slight yellowing of edge of mag. ■ Mag + Game. 2-3 player div/corp/army level game of the last 3 months of the Third Reich. Includes 2 stand-alone scenarios (Feb & Apr'45), but intended to mate with SPI's War in the East 1st, allowing that game to continue to the bitter end. Allows Allied v Soviet combat. Counters must be mounted & cut apart. S.Cole75								
<b>Goetterdaemerung 2nd</b>	107205	\$45.00		Mint	n	OoP		4
Reprint of this 2-3 player div/corp/army level game of the last 3 months of the Third Reich. Includes 2 stand-alone scenarios (Feb & Apr'45), but intended to mate with SPI's War in the East 1st, allowing that game to continue to the bitter end. Allows Allied v Soviet combat. Counters must be mounted & cut apart. Reprinted from Jdgpantner #9. S.Cole75								
<b>Marine! #10</b>	107195	\$75.00		Mint	n	OoP		1
Mag & Game. Cherry. Sqd lvl gm of commando unit raids in WW2 to modern times in 10 scenarios including air mobile movement. S.Cole75								
<b>Spanish Civil War 1936-39, 2nd</b>	22695	\$45.00		Mint	zl	OoP	Err	4
Paper counters uncut. Ea map panel numbered in ink on margin; back of one map has game's name scrawled across it; edges of all maps sections & 2 paper counters sheets have minor liquid stains on edge, extending into a single counter. ■ Simple, strategic level game of the entire Spanish Civil War, 1936-9, using basic mechanics at more-or-less a div level. Later revised as Battleline's Viva Espana. A.Eldridge75								
<b>Jedko (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime</b>								
<b>War at Sea 1st</b>	106942	\$39.00		Mint	FB	OoP		6
Very clean. ■ Rare, 1st incarnation of this simple but fun game of naval battles for control of the Atlantic & Mediterranean thruout WW2. Great BEGINNERS game, but also has excellent replay value. This was the original, Australian version later made famous by AH. J.Edwards75								
<b>Judges Guild (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime</b>								
<b>Traveller: Crucis Margin Guidebook</b>	98108	\$15.00		Mint	Bk	OoP		1 M
Includes full sized colored map. Describes the Gateway quadrant & client states within. '82								
<b>Traveller: Ley Sector Guidebook</b>	98109	\$12.00		Excell	Bk	OoP		1 M
Slight soiling thru use. Includes full sized colored map. ■ Includes full sized colored map. Describes the Ley quadrant & client states within. '80								
<b>Traveller: Marantha-Akahar Sectr Guide</b>	98111	\$13.00		Excell	Bk	OoP		1 M
Includes full sized colored map. ■ Includes full sized colored map. Describes the Lesser Rift Gateway quadrant, the center trailing edge of the Imperium, & client states within. '81								
<b>Khyber Pass Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime</b>								
<b>Cuban Revolution 2nd</b>	79501	\$10.00		New	zl	OoP		A
Small game w/ 4pgs of rules depicting the Cuban Revolution, 1958-9, at company/btl level on an area move map of eastern Cuba. 94 counters that must be cut apart, 1 sml map. D.Bishop'06								
<b>Prairie Aflame, Northwest Reblion 1885</b>	89700	\$35.00		New	HP	OoP		4
Interesting, operational level study of the Northwest Rebellion of 1885 in Canada. Canada attempts to suppress "untamed" Indian tribes while being "gentle" enough to prevent a general uprising among the Blackfoot near Calgary. Unique features of the campaign, such as the early spring weather, and the untrustworthy Quebec troops, make for an interesting study of this Canadian Indian war. 11mi/hex, Btl level, 1wk/turn. Full color map & die cut counters. M.Woloshen'07								
<b>Prairie Aflame, Northwest Reblion 1885</b>	105862	\$35.00		New	Fo	OoP		4
Packaged in a ziplock. ■ Interesting, operational level study of the Northwest Rebellion of 1885 in Canada. Canada attempts to suppress "untamed" Indian tribes while being "gentle" enough to prevent a general uprising among the Blackfoot near Calgary. Unique features of the campaign, such as the early spring weather, and the untrustworthy Quebec troops, make for an interesting study of this Canadian Indian war. 11mi/hex, Btl level, 1wk/turn. Full color map & die cut counters. M.Woloshen'07								
<b>Sand in the Whirlwind</b>	49299	\$19.00		New	zl	OoP		3
Small, DTP on an obscure WW I front, the Libyan-Egyptian front. Turkish armed & inspired Libyan attack on western Egypt in 1915-6 that distracted the Brits from their attack into Palestine. Roughly company-sized units, 25mi/hex, 2wks/turn. D.Bishop'00								
<b>L2 Design Group (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime</b>								
<b>Breakout, Normandy Deluxe [2nd]</b>	99700	\$60.00	**	New	LB	**	OoP	2
Reprint & update of this well-regarded game, the 4th in Storm over Arnhem series. Rgt/btl lvl, area move btl for Normandy during 1st week of Invasion. while the Germans had a chance of driving the Allies back to sea. Can be extended 2 more weeks. System enhanced w/ bridges & changing weather. 2nd edition has a larger map & 3/4" counters. 1day/turn, 2.7mi/hex. Good game. J.Stahler & D.Greenwood '12								
<b>Grand Fleet</b>	99697	\$75.00	**	New	LB	**		1
Simpler, strategic level game of the naval war in the North Sea during WW1, 1914-8, using a variation on the War at Sea game system. 264 counters representing indiv capital ships from Germany, UK, US, France & Russia. S.Newberg'10								
<b>Rommel's War 2nd</b>	99695	\$73.00	**	New	LB	**	OoP	4
Updated edition of this playable, authoritative game of the entire N.African campaign in Libya & Egypt, Sept.1940-Dec.'42. 2nd edition substantially revises the OoB, includes a beautiful map, revised rules & 5/8" counters. 6 scenarios, 2 maps, 386 units. V.Von Borries'12								
<b>Waterloo, Fate of France</b>	99693	\$73.00	**	New	LB	**	OoP	4
Grand tactical game of the decisive battle of Waterloo, 1815 a which Napoleon was ultimately defeated. Game uses an area move map with combat being resolved on any of 12 battle maps. 70 tactical playing cards used to alter combat, rally troops & coordinate multi-force attacks. Includes Quatre Bra, Ligny & Mt St Jean scenarios plus campaign. 5hrs/turn. 384 counters. R.Beyma'07								
<b>Leading Edge (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime</b>								
<b>Phoenix Command: Artillery System</b>	101716	\$25.00		New	Bk	OoP		1 M
Supplement providing rules for & data artillery & mortar weapons from WWII to early '90s. Provides a full artillery system. '90								
<b>Phoenix Command: Mech King Tiger</b>	101719	\$25.00		New	BK	OoP		1 M
Supplement for Mech Combat System providing data on WWII heavy tanks. Includes data on the primary heavy tanks for all nations in WWII. '93								
<b>Phoenix Command: Mech Light Vehicles</b>	101718	\$25.00		New	BK	OoP		1 M
Supplement for Mech Combat System providing data on lighter AFVs used by NATO & Warsaw Pact nations, plus special rules, in the modern era. '92								
<b>Phoenix Command: Mech Panzer</b>	101720	\$40.00		New	BK	OoP		1 M
Supplement for Mech Combat System providing data on all the primary medium (standard) tanks used by all combatants in WWII.								
<b>Phoenix Command: Mechanized Combat System</b>	101714	\$55.00		New	Bk	OoP		1 M
Primary miniatures rulebook covering mechanized warfare in WWII and the modern era. Companion rules set to the Small Arms Combat set (covering inf battles). 8sec/turn, 20yd/std unit. Popular rules system. '92								
<b>Legion Wargames (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime</b>								
<b>Adobe Walls, Battle of..., November 1864</b>	104354	\$42.00		New	HC			3
Third game in the Indian Wars game series. Covers a battle known as the First Battle of Adobe Walls, Nov 26 1864, a small US force under Kit Carson attacks the winter encampment of Comanche & Kowa Indians to eliminate this "threat" to settlers moving into the area on the Sante Fe trail. The number of Indians present was underestimated. And the battle includes a mountain howitzer that had a substantial psychological impact. 0.25mi/hex, 20min/turn, Company&Band level. M.Taylor'12								
<b>B-29 Superfortress, Bombers Ovr Japan 2d</b>	105171	\$44.00		New	HC			1 1
Updated reprint of this solitaire game similar to B-17 in scope; player operates a crew of an American B-29 of the 20th Air Force in bombing runs agains Japan. Goal is to live thru 35 missions. Missions vary by elevation & day or night, and face opposition in the form of flak, fighters, searchlights, etc. Your goal is to shepard your crew thru 35 missions to earn your return home. 172 counters, 48pgs charts, map. S.Dixon'12								
<b>B-29 Superfortress: Hell Over Korea Kit</b>	104345	\$35.00		New	BC			1 1

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surchage	General	Box	Errata	Game #-of
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print? Incl? Scale Plyrs
Kit for B-29 that expands the game to Korea, covering a 6-month B-29 crew tour of duty. Covers various phases & missions within the first year of the war. After Nov.1950, large numbers of Chinese MiG-15s appeared which were specifically designed to shoot down the now aging B-29s. Includes F-80, F-84 & F-86 US fighters & MiG-15 & Yak-9 NK & Chinese fighters. S.Dixon, S.Rife'12							
<b>Dien Bien Phu, the Final Gamble</b>		<b>106397</b>		<b>\$44.00</b>	<b>New</b>	<b>HC</b>	3
Game of the decisive, 1954 campaign that destroyed the elite forces of the French colonial army in Vietnam in an isolated jungle valley in what is now Laos. The French intended the battle to be on their terms, to bring the Viet Minh to battle where their superior arms (French air superiority, all provided by the US) would win the day. They didn't count on their being artillery being hauled into the area. And the Viet Minh were committing half of their totla forces to what would surely be a costly battle. A fast & furious game, with lots of casualties. 150m/hex, 3days/turn, 352 counters. K.Kanger'14							
<b>Ici, c'est la France, Algeria 1954-62 2d</b>		<b>105232</b>		<b>\$40.00</b>	<b>New</b>	<b>BC</b>	6
2014 reprint copy. ■ Reprint of this game of the bitter Algerian War for independence from France, 1954-62. Unique design includes 3 dimensions of conflict: political, insurgency & overt military. Ultimate purpose is to sour the French publics' will to fight or to win the hearts & minds of the Algeria. Qtrly turns, rgt level, 344 counters. K.Kanger'13							
<b>Picket Duty, Kamikaze Attacks Okinawa'45</b>		<b>105176</b>		<b>\$45.00</b>	<b>New</b>	<b>HC</b>	1 1
Solitaire game of the US defense of the core of its naval fleet using 16 radar picket stations surrounding the fleet near Okinawa, March-June 1945, in the form of destroyers. Your goal as the destroyers is to simply survive. Player manages many of the gunnery & damage control systems of a Fletcher-class DD. Basic & advanced rules, 6 scenarios plus 2 hypothetical scenarios, a mini campaign & full campaign. 27 types of Japanese planes depicted. 8hrs/turn, 400 counters. S.Dixon'13							
<b>Saipan &amp; Tinian</b>		<b>97152</b>		<b>\$52.00</b>	<b>New</b>	<b>BC</b>	4
Co/Btln lvl game of the US invasions of 2 key islands in the Pacific in 1944. Eventual US victory is a certainty; the Japanese must due better than they did historically to win. 2 maps, 450 counters, 0.5mi/hex, 12hrs/turn. R.Lein'10							
<b>Slouch Hats &amp; Eggshells</b>		<b>96555</b>		<b>\$39.00</b>	<b>New</b>	<b>BC</b>	4
Game covering the de Gaulle-inspired, Allied invasion of Vichy Palestine in 1941. The Allies expected a bloodless cakewalk but the Vichy forces resisted fiercely. Designed to facilitate mating with L2D's Rommel's War 2nd. 200 counters. V.von Borries'12							
<b>Tonkin, First Indochina War 1950-54 2nd</b>		<b>106431</b>		<b>\$49.00</b>	<b>New</b>	<b>BC</b>	4
Update of this game previously published in Vae Victis. 2 player game of the First Indochina War, that between the Viet Mihn & the French colonial army, focused on the 4 key years in northern Vietnam. Key dynamic is supply which is spent to perform actions including combat. 352 counters, modest complexity. K.Kanger'12							
<b>Lock 'n Load Publishing</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime							
<b>All Things Zombie 3rd</b>		<b>103250</b>		<b>\$55.00</b>	<b>New</b>	<b>BC</b>	OoP 1 M
2nd Reprint with improved physical components: a nicer board, thicker cards. Game using the popular Lock 'n Load game system to cover individual combat between a small band of surviving humans and throngs of zombies. Each player arms their counter as they wish. '12							
<b>Band of Heroes: Battle Pack Alpha Kit</b>		<b>101539</b>		<b>\$14.00</b>	<b>New</b>	<b>zI</b>	2
Scenario kit for the Lock 'n Load series of games including Band of Heroes. Includes 12 scenarios taken from WW2 and Vietnam. '07							
<b>Band of Heroes: Battle Pack Bravo Kit</b>		<b>101541</b>		<b>\$28.00</b>	<b>New</b>	<b>zI</b>	OoP 2
Scenario kit for the Lock 'n Load series of games including Band of Heroes & Noville. Includes 12 scenarios from Normandy to Hurtgen Forest & Monte Cassino. '09							
<b>Band of Heroes: Dark July Kit</b>		<b>92136</b>		<b>\$55.00</b>	<b>New</b>	<b>zI</b>	OoP 2
Kit for Band of Heroes using the Lock 'n Load system. Depicts tactical combat on the Eastern front during the battle of Kursk (Prochorovak). Includes 2 mounted historical maps, 85 counters, 6 scenarios. Reqs Band of Heroes & Not One Step Back to play. '08							
<b>Band of Heroes: Dark July Kit 2nd</b>		<b>104465</b>		<b>\$37.50</b>	<b>New</b>	<b>zI</b>	OoP 2
Slimmed down, 2nd ed kit for Band of Heroes using the Lock 'n Load system. Depicts tactical combat on the Eastern front during the battle of Kursk (Prochorovak). Includes a single piece paper historical map, 85 counters, 6 scenarios. Reqs Band of Heroes & Not One Step Back to play. '12							
<b>Band of Heroes: Noville, Bastogne Kit</b>		<b>89461</b>		<b>\$32.00</b>	<b>New</b>	<b>HC</b>	2
Kit for Band of Heroes using the Lock 'n Load system. Depicts tactical combat for the small town of Noville, Bastogne's outpost, during the Battle of the Bulge. Includes full-sized historical map, 85 counters, new rules, 6 scenarios. '09							
<b>Line of Fire Magazine # 7</b>		<b>105244</b>		<b>\$28.00</b>	<b>New</b>	<b>Bk</b>	2
First professionally printed edition of this mag supporting the World At War game series. Includes 5 scenarios (2 of which were begun in prior issues). Scenarios include action from Operation Torch in Morocco 1942 w/ map as the US 9th Inf attacks Vichy French. Req Band of Heroes, Heroes of Blitz, Noville. '10							
<b>Line of Fire Magazine # 8</b>		<b>105245</b>		<b>\$33.00</b>	<b>New</b>	<b>Bk</b>	2
Includes 88 counters (mostly LNL), 5 Tank on Tank, 2 Zombie, 2 8.5x11 paper maps (#5,28). Professionally printed edition of this mag supporting the World At War game series. Includes scenarios for All Things Zombie, Tank on Tank, WatW & LNL. Preview of Space Infantry; tactics in All Things Zombie; interview with Alan Emrich ; Totensontag Tobruk replay; Another look at 2 scenarios from Battle Pack Bravo; Battle of Northern Arizona, Vietnam, 1969; strategy in VPG Forlorn Hope; playthru of Blood & Bridges; preview of House of Spirts; What Makes a Good Game Great?; review of Zombie War; tactics in Tank on Tank; the Swedes in Operation Garbo; index of 179 scenarios for the Lock'nLoad game series; Algiers 1943, Border Zon Germany 1968, 3x South Afrika 1985, isolated NATO forces 1985, 2x NATO counterattack 1985, Island War 1945 scenarios for Lock'nLoad; scenario for All Things Zombie, Dawn's Early Light, Tank on Tank. '10							
<b>Line of Fire Magazine # 9</b>		<b>104483</b>		<b>\$33.00</b>	<b>New</b>	<b>Bk</b>	2
Includes 1map & 88 variant counters to WaW. Couple of pages beginning to pull loose from binding. 66pg mag packed with scenarios, strategy tips & analysis, for LNL's games. ARTICLES ON: Tank on Tank, House of Spirts, Desert Heat, All Things Zombie (w/scen), Run Fight or Die, Untold Stories, Forgotten Heroes, White Star Rising (3 scen), Memoir '44 (scen), First Moves (5 scen), WaW series (3 scen). '11							
<b>Line of Fire Magazine #10</b>		<b>104484</b>		<b>\$33.00</b>	<b>New</b>	<b>Bk</b>	2
Mag, addon map & counter sheets for Dawn's Early Light. Professionally printed edition of this mag supporting the World At War game series & LNL's other games. ARTICLES ON: scenarios for All Things Zombie, Tank on Tank, White Star Rising, WatW & LNL; Space Infantry basic training; Warparty profile; Dawn's Early Light playthru; Interview w/ Greg Porter; Polish Strategy in Summer Lightning; Review of Fighting Formations, Steel Wolves; analysis of German naval strategy in WWII. '11							
<b>Line of Fire Magazine #12</b>		<b>104486</b>		<b>\$33.00</b>	<b>New</b>	<b>Bk</b>	2
Mag + Game. Mag & RAID & RIPOSTE, a complete fast-playing game of the defense of a small German town by Soviet paratroopers attacked by US & German troops during WWII. Co/Pltn level, 1"=1km. Good game for beginners. / Includes counters adding the Nicaraguans to LNL. America Conquered. Professionally printed edition of this mag supporting the World At War, Forgotten Heroes, White Star Rising, Band of Heros, Lock 'n Load & other game series. Lots of stuff on Forgotten Heroes 2nd. 60pgs '12							
<b>Line of Fire Magazine #13</b>		<b>100013</b>		<b>\$32.00</b>	<b>New</b>	<b>Bk</b>	2
Mag + Game. w/ BLOOD ON THE ALMA complete game of the 1854 Crimean War battle. Grand tactical scale, with 160 counters. T.Russell'12 / ARTICLES ON: preview of Stalin's Triumph; futre of the Nations at War series; strategy in Operation Cobra; interview w/ Marco Armaudo, online game reviewer; strategy & tactics for the French in Honneur & Patrie; strategy in World at War; replay of Heroes of the Gap; reviews of Martian Dice, Commands & Colors, Napoleonic, Sergeants minis game; many scenarios for Space Infantry, Nations at War, Heroes of the Gap, Lock 'n Load, World at War.							
<b>Lock 'n Load, Forgotten Heroes 3rd</b>		<b>106998</b>		<b>\$78.00</b>	<b>New</b>	<b>HC</b>	OoP 1
2014 reprint of 2nd ed. ■ 2014 reprint of 2nd ed of this game of low level tactical combat in Vietnam, w/ a luscious map and counters. Uses an impusle system that involves both players. Scenarios include random events that may change everything. Squad, & single AFV level, with 280 counters, 13 scenarios, 5 geomorphic maps, 30sec-3min/turn. Hight solitaire suitability. M.Walker'14							
<b>Lock 'n Load, Forgotten Heroes 3rd</b>		<b>105644</b>		<b>\$78.00</b>	<b>New</b>	<b>HC</b>	OoP 1
2014 reprint of 2nd ed. ■ 2014 reprint of 2nd ed of this game of low level tactical combat in Vietnam, w/ a luscious map and counters. Uses an impusle system that involves both players. Scenarios include random events that may change everything. Squad, & single AFV level, with 280 counters, 13 scenarios, 5 geomorphic maps, 30sec-3min/turn. Hight solitaire suitability. M.Walker'14							
<b>Lock 'n Load: Honneur &amp; Patrie Kit</b>		<b>98305</b>		<b>\$29.00</b>	<b>New</b>	<b>zI</b>	1
Kit for Heroes of the Gap & Heroes of the Blitzkrieg; reqs both games. Adds the French army to the series, with the full range of forces in 12 story-driven scenarios. 130 counters. '12							
<b>Nations at War, Desert Heat</b>		<b>104468</b>		<b>\$49.00</b>	<b>New</b>	<b>BC</b>	2
Stand-alone game in the Nations at War series. Covers platoon-level tactical combined arms combat in northern Africa, 1941-43, with 308 counters depicting forces from Italy, Germany, the United Kingdom, the US and the Free French. Also includes 4 geomorphic maps, 16 scenarios. [Early printings of this game were known to have serious counters issues; inspect your copy!] M.Walker'13							
<b>Nations at War: Operation Cobra Kit</b>		<b>101545</b>		<b>\$27.00</b>	<b>New</b>	<b>zI</b>	2
Kit for White Star Rising that focuses on the breakout from the Normandy area in July-Aug 1944. Adds the Canadians, Free French & Polish OoBs plus new US, Brit & German units. Includes 9 scenarios focused on the battle for Falaise Pocket, and 5 scenarios linking with the base game. 126 counters. '12							
<b>Nuklear Winter '68</b>		<b>104472</b>		<b>\$64.99</b>	<b>** New</b>	<b>BC **</b>	2
Tactical level game in the alternate world where lots of Nazi's survive the nuclear exchange between the USSR & Western Allies in 1946, only to reemerge in 1968 to reestablish the Reich amidst the nuclear devestation. They face small groups wise to the ways of the wasteland, as well as the dominant NATO alliance. Platoon level, 15min/turn, 150m/hex. P.Tutunea'12							
<b>Space Infantry: New Worlds Kit</b>		<b>104476</b>		<b>\$30.00</b>	<b>New</b>	<b>zI</b>	2 1



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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surchage Flag	General	Box	Out-of	Errata	Game #-of		
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale	Plyrs
Kit for this solitaire game of tactical combat in the future. Adds new missions, new enemies, new creatures, new weapons & 88 new counters. '13										
<b>Summer Lightning, Invasion of Poland '39</b>		<b>100001</b>		<b>\$35.00</b>	<b>New</b>	<b>BC</b>			4	4
Operation-level game of the German & Soviet invasion of Poland, 1939. Uses the near-diceless system of Balkan Storm & Autumn Mist, and reflects that the Polish army was quantitatively the equal of the Germans. Many OoB options including variable Polish deployments, variable surprise & mobilization, French intervention, and the hypothetical failure of the blitzkrieg. 280 countrs. 30km/hex, rgt to corp level, 2days/turn. B.Train'11										
<b>World at War, America Conquered</b>		<b>103751</b>		<b>\$60.00</b>	<b>New</b>	<b>BC</b>			2	
Stand alone game of platoon-level tactical combat in the hypothetical world in which a limited nuclear exchange has occurred, the USSR conquered Europe, and the rag-tag remnants of the world's armies duke it out on the eastern shores of the USA. The USSR, Cuba, Nicaragua & other central & south American forces combat US, Canadian & even French forces. Many of the AFVs are decades old, like Cuban T-62s. Includes 4 mounted boards depicting Texas desert, Florida swamp & beach & urban settings; 528 counters; 12 scenarios. M.Walker'12										
<b>World at War, COMPENDIUM</b>		<b>105251</b>		<b>\$39.00</b>	<b>New</b>	<b>Bk</b>	<b>OoP</b>		2	
100pg booklet with 5 8.5x11" maps, 88 counters, many scenarios, and articles on strategy for & design of this game of modern tactical combat. '10										
<b>World at War: Into the Breach Kit</b>		<b>103758</b>		<b>\$39.00</b>	<b>New</b>	<b>HC</b>			2	
Kit requiring Untold Stories covering the US's front line experience in the first days of WW3. Big fun with big scenarios. 12 scenarios including an E.German attack, American defense in depth, screening & counterattacking. M.Walker'12										
<b>World at War: Paris is Burning Kit</b>		<b>103275</b>		<b>\$39.00</b>	<b>New</b>	<b>BC</b>			2	
Kit covering the scenario where the Soviets have broken thru NATO lines in Germany and are now approaching the French border as are retreating NATO forces. French military -- and para-military organizations -- defend French soil against all comers. 2 boards, 176 counters. Reqs Untold Stories to play. '11										
<b>Ludifolle Editions</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Alca lacta Est</b>		<b>107244</b>		<b>\$25.00</b>	<b>New</b>	<b>zl</b>	<b>OoP</b>		6	2
French produced, 2-player game of the Roman Civil Wars during time of the conversion of the Roman republic into an empire, 49-29BC. Game begins with Casesar's crossing of the Rubicon to the closing of the doors of the Temple of Janus (marking the return of peace) in 29BC. Notably the two players may exchange sides during the game. Emphasis is on leaders & political infighting. 1yr/turn, Legion-level units, 216 counters, area move, 7 scenarios. Rules & components in English. F.Bey'13										
<b>Berezina 1812</b>		<b>102083</b>		<b>\$24.00</b>	<b>New</b>	<b>zl</b>			4	
Game using the Jours de Gloire series covering the Nov 1812 battle as Napoleon's retreating army attempts to cross the Berezina River in winter. The French face numerous dilemmas as they must secure the few existing bridges or locate suitable fords, managed the many camp followers, and repel any attack by 3 independent Russian army. 500m/hex, 342 counters, 105min/turn. Relatively complex. F.Bey'13										
<b>Normandy 1944, Bloody Summer [2nd]</b>		<b>102096</b>		<b>\$32.50</b>	<b>New</b>	<b>zl</b>			4	
Revision of earlier Normandie 1944 game from Vae Victis #27, with new mechanics & revised OoB (with twice as many units), plus air support units, and a second map extending the game to Paris and covering the D-Day landings thru August 1944. Regt/div level, 1week/turn, 6km/hex, complex, 2 scenarios (Cherbourg & Goodwood/Cobra) plus campaign. E.Teng'13										
<b>Swords of Sovereignty</b>		<b>107245</b>		<b>\$29.99</b>	<b>New</b>	<b>zl</b>			3	
12th game in the Au Fil de l'Epee (By the Edge of the Sword) game series. Covers two battles of the 13th century: Bouvines 1214 & Worrigen 1288, both of which help define French & Belgian identities. At Bouvines, Imperial troops under Otto face the French King Phillip, with both sovereigns personally imperiled; the French prevailed. At Worrigen, two coalition armies reinforced by local militias, leading to the emergence of a powerful new Duchy of Brabant. Includes dbl-sided map, 216 counters. F.Bey'13										
<b>Ludopress</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Iberos, 2nd Punic War in Hispania</b>		<b>102983</b>		<b>\$55.00</b>	<b>New</b>	<b>HC</b>			6	
Spanish made game with all components in Spanish & English. Strategic level, area move game of the 2 centuries of conflict between Rome & Carthage & the native peoples for dominance in Iberia. Yearly turns, 240 counters. Scenarios cover Carthage's reconquest of Iberia after its revolt; Iberia during 2nd Punic War; Rome's consolidation of control after 2nd Punic War; Lusitanian Revolt against Rome 147BC; 2nd Celtiberian War 143BC; Roman Civil War in Iberia 47BC; Augustus's Cantabrian War 29BC. J.Romero'02										
<b>Magic &amp; Tactics, Unlimited</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Gangsters, Gun Molls &amp; G-Men</b>		<b>101710</b>		<b>\$20.00</b>	<b>Excell</b>	<b>SB</b>	<b>OoP</b>		A	5
Mild, concave crease along one box edge on top & btm of box. ■ Simpler, 2-5 player game of famous bank-robbing gangs from the American mid-30s. Gangs such as Bonnie & Clyde, Dillinger, Ma Barker, Pretty Boy Floyd, St. Paul Gang, Pierpoint Gang must escape & recruit from jail, gather tools of the trade, execute heists, bribe officials, avoid & resolve busts & shootouts, all to collect the most \$ to win. EJ Olsrud'95										
<b>Majestic 12 Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Powersled Circuit</b>		<b>85402</b>		<b>\$17.00</b>	<b>New</b>	<b>Fo</b>	<b>OoP</b>		1	6
Folio dust jacket has many wrinkles & a 1" seam tear at its spine due to tight packaging. Otherwise new. ■ Fast playing, simpler game of sci-fi racing using a card-based system. Includes 3 tracks. For 2-6 players. '03										
<b>Markham Design Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Game Auction</b>		<b>22683</b>		<b>\$22.00</b>	<b>New</b>	<b>zl</b>	<b>OoP</b>		A	M
Prepub copy. ■ Cute, humorous DTP game simulating the ups & downs, surprises & disappointments of a game auction. Discover mildew, get a hidden 2nd game for free! For 3-6 players. R.Markham'97										
<b>Mayfair Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Australian Rails 1st</b>		<b>10818</b>		<b>\$29.00</b>	<b>New</b>	<b>TB</b>	<b>OoP</b>		A	M
Empire Builders in Australia. Another great lesson in geography & economics via a fun train game on another continent.										
<b>Clash of Wills, Shiloh 1862</b>		<b>99619</b>		<b>\$24.00</b>	<b>New</b>	<b>FB</b>			4	
Sequel to Test of Fire. Simpler, fast playing card game in the difficult, densely wooded setting of of Shiloh, April 1862, emphasizing command & control. Includes mapboard, 55 command action cards, 12 dice, 2 countersheets. M.Wallace, C.Charlton'12										
<b>Empire Builder, 3rd: Artwork PRINT</b>		<b>95854</b>		<b>\$8.00</b>	<b>New</b>	<b>TB</b>	<b>OoP</b>		Z	
Distributed as a promotional item, this is a rolled print of the illustration used on the 3rd ed box, a steam locomotive.										
<b>Empire Builder, 3rd: Artwork PRINT</b>		<b>95855</b>		<b>\$8.00</b>	<b>New</b>	<b>TB</b>	<b>OoP</b>		Z	
Distributed as a promotional item, this is a rolled print of the illustration used on the 3rd ed box, a steam locomotive.										
<b>Empire Builder, 3rd: Laminated Board</b>		<b>1366</b>		<b>\$19.00</b>	<b>New</b>	<b>TB</b>	<b>OoP</b>		6	
Uncut, laminated board. Rolled & must ship separately in a tube (unless folded). ■ Uncut, laminated board. Rolled & must ship separately in a tube (unless folded).										
<b>Empire Builder, 3rd: Laminated Board</b>		<b>95853</b>		<b>\$19.00</b>	<b>New</b>	<b>TB</b>	<b>OoP</b>		6	
Uncut, laminated board. Rolled & must ship separately in a tube (unless folded). ■ Uncut, laminated board. Rolled & must ship separately in a tube (unless folded).										
<b>Empire Builder, 5th</b>		<b>41655</b>		<b>\$35.00</b>	<b>** New</b>	<b>BC</b>	<b>** OoP</b>		6	M
Latest & greatest revision of this classic game of rail building across the US & southern Canada & now Central America. Excellent game that began the extended series of Rail games. D.Bromley, B.Fawcett'99										
<b>EuroRails: Laminated Map</b>		<b>3928</b>		<b>\$20.00</b>	<b>New</b>	<b>TB</b>	<b>OoP</b>		6	
Uncut, rolled, laminated map. MUST SHIP SEPERATELY in a tube. ■ Uncut, rolled, laminated map. MUST SHIP SEPERATELY in a tube.										
<b>North American Rails</b>		<b>8241</b>		<b>\$35.00</b>	<b>New</b>	<b>Tb</b>	<b>OoP</b>		6	M
Empire Builder expanded to include Mexico (ala the Mex Rails kit).										
<b>Settlers of Catan CARD Game</b>		<b>41381</b>		<b>\$14.00</b>	<b>New</b>	<b>SB</b>	<b>OoP</b>		A	2
This is the 1st (pre-2007) version of the game. ■ Anglicized version of the German card game, die Siedler. Quick playing card game of building a civilization and defending it. RECOMMENDED. '98										
<b>Space Empires</b>		<b>49263</b>		<b>\$20.00</b>	<b>V.Good</b>	<b>zl</b>	<b>OoP</b>		8	6
All counters are marked in ink on generic backside, couple of counters have penciled IDs added. Missing 3 counters of unknown type. ■ All counters are marked in ink on generic backside, couple of counters have penciled IDs added. Missing 3 counters of unknown type. Spl 2-6 player gm of galactic conflict between races. N.Zimmerer'81										
<b>Test of Fire, First Bull Run 1861</b>		<b>96079</b>		<b>\$24.00</b>	<b>New</b>	<b>FB</b>			4	
Simpler, fast playing card game in which the poor command control & ill-trained troops that met in July 1861 are emphasized. The Union forces must seize Manassas Jct or rout the Confed army, while the South must rout the North or seize Centerville. M.Wallace'11										
<b>Medallion Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Echelons of Fire BUNDLE</b>		<b>98693</b>		<b>\$15.00</b>	<b>Excell</b>	<b>n</b>	<b>OoP</b>		1	
BUNDLE of 3 card decks with 2 sets of rules. ■ Card game of modern tactical warfare on a individual scale. Nice graphics. V.similar system to Echelons of Fury, the WW2 version of the game. '95										

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surchage Flag	General	Box	Out-of	Errata	Game #-
Specific Condition, Subject, Designer, Year	Only? Part# Publisher Name	Price EA		Conditn	Type	Print?	Incl?	Scale Plyrs
<b>Echelons of Fury BUNDLE</b> BUNDLE of 3 card decks with 2 sets of rules. ■ Card game of modern tactical warfare on a individual scale during World War II. Nice graphics. V.similar system to Echelons of Fire, the contemporary era version of the game. '98	98694	\$15.00		Excell	n	OoP		1
<b>Metagaming</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
<b>Annihilator / One World</b> Two sml games. Ann: humans attempt to blast way thru a world-killing computer-controlled spaceship to disable it. One W: pan-dimensional beings fight to the death.	26390	\$12.00		New	zl	OoP		Z
<b>Artifact</b> Sml, v.simple gm of combat over an alien artifact on the moon. G.Williams'80	33373	\$8.00		New	SC	OoP		1
<b>Command at Sea</b> Ship-ship combat using a Jutland-like, miniatures-oriented system at 1/4800 scale. Ships & scenarios for the 3 btls of Savo Island around Guadalcanal. G.Preston & J.Gibson'81	16091	\$29.00		Mint	SC	OoP		1
<b>Dimension Demons</b> Sml, simple 2 player gm of alien beings attacking humans, played in 2 parallel dimensions. F.Askew'80	33379	\$8.00		New	SB	OoP		1
<b>Fantasy Trip: Dragons of Underearth</b> Complete Fantasy Role Playing game, part of Underearth system, expanding the character generation system. Compatible w/ Fantasy Trip. Great for beginners in the world of FRP, and also those seeking a fast playing game. '81	101929	\$15.00		New	SC	OoP		1 M
<b>Fantasy Trip: Grail Quest</b> Fantasy RPG kit for IN THE LABRYNTH system. Requires MELEE or WIZARD. Players are the Knights of Arthur's Round Table, & must seek the Holy Grail with purity, honor & courage. '80	71973	\$8.00		New	SB	OoP		1 M
<b>Fantasy Trip: Melee, 4th</b> Box shows some creases. Components unused & very clean. ■ Fantasy RPG for IN THE LABRYNTH system. Provides basic system rules for man-man combat in this world. McLimor, H.Thompson'81	106471	\$29.00		Mint	SB	OoP		1 M
<b>Fantasy Trip: Treasure of Unicorn Gold</b> Fantasy RPG kit for IN THE LABRYNTH system. Requires MELEE or WIZARDS. '81	26346	\$19.00		New	SB	OoP		1 M
<b>Fantasy Trip: Wizard, 1st</b> In a pouch. Minor stains on rules, otherwise EX. ■ Fantasy RPG for IN THE LABRYNTH system. Provides magical elements of system. S.Jackson'78	106473	\$29.00		Excell	Fo	OoP		1 M
<b>Fire When Ready</b> Naval combat around the turn of the century. 6 historical & hypothetical scenarios: Brits v French, Dewey in Manila Harbor, Germans v Dewey, Chinese v Jap. @ Yalu 1894, US v Spain @ Santiago 1898, Tsushima 1904. M.Barhart'82	101150	\$9.00		New	SC			1
<b>Holy War</b> Sml gm of an interstellar jihad between 2 races. System similar to Godsfire. L.Willis'79	26366	\$13.00		New	zl	OoP		1
<b>Hot Spot</b> Tac combat on the surface of a molten, mineral rich planet. '79	30439	\$10.00		New	zl	OoP		2
<b>Invasion of the Air-Eaters</b> Worldwide defence of Earth against sml # of powerful Alien ships. '79	91185	\$14.00		Mint	zl	OoP		6
<b>Ram Speed</b> Naval combat between Greek, Roman & Phoenician galleys. Simple, quick playing but decent gm. '80	99938	\$9.00		New	SB	OoP		1
<b>Rivets, 2nd</b> Sml sci-fi gm of tac combat in 22nd century. Select or design a robot, program them, & watch out! '79	100944	\$13.00		New	SC	OoP		1
<b>Rommel's Panzers</b> Simple gm of tank-tank combat in N.Africa. Same system as Stalin's Tanks. R.Damon'80	104720	\$9.00		New	SC			1
<b>Stalin's Tanks</b> Intro lvl gm of tac combat between German & Soviet AFVs thruout war. R.Damon'81	74171	\$9.00		New	SC	OoP		1
<b>Trailblazer</b> Sml, mod complex gm of space exploration & economics in deep space, unencumbered by government meddling between multi-nation corporations. G.Costikyan'81	91219	\$9.00		New	SC			1 4
<b>Trojan War</b> Price tag remanent on cover. Color change runs thru 5 markers. ■ Price tag remanent on cover. Color change runs thru 5 markers. Simple gm of grand tac combat around city of Troy, 1185BC. Focuses on dozens of heroes from Illiad & divine intervention. 11 scenarios & campaign gm. A.Rahman'81	8210	\$35.00		Mint	SC	OoP		4
<b>Warp War, 2nd</b> War between two nearby star bases. Simple & fast. Design space ships & forge empire. H.Thompson'77	104723	\$14.00		New	SB	OoP		4
<b>MicroGame Design Group</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
<b>Afghanistan</b> Small, DTP game of 2 historical and 1 hypotheical periods of the Soviet involvement in Afghanistan, 1979-82. Co,BtlN,Rgt level, w/ 280 color, paper counters that must be cut apart. 11x17 color map of the Punjshir & Kunar Valleys. Modest complexity. P.Moore'99	54304	\$15.00		New	Fo	OoP		4
<b>Arriba Espana! Revised</b> Small, DTP game of the Spanish Civil War, 1936-9, played on an 11x17 color, area map of Spain, w/ 280 color counters that must be mounted & cut apart. A decent, playable game of this bitter civil war. B.Train'98	55412	\$11.00		New	Fo	OoP		8
<b>Barnard's Star 1st</b> Small, DTP game of tactical combat for ground installations on a key planet. Played w/ 280 color counters that must be mounted & cut apart and 2 11x17 color maps. K.Anderson'99	58723	\$13.00		New	Fo	OoP		2
<b>Blood &amp; Steel, Battle of Prokhorovka 1st</b> BtlN/rgt level, operational game of the climatic battle of Kurstk at Prokhorovka, 12 July'43. P.Rohrbaugh'99	66566	\$19.00		New	Fo	OoP		4
<b>No Middle Ground</b> BtlN/brigade level game of the Syrian attack on the Golan Heights on the Israeli frontier during the Yom Kippur War of 1973. Intended to be a tense but simple slugfest. P.Rohrbaugh'03	66579	\$15.00		New	Fo	OoP		4
<b>Operation Whirlwind 1st</b> Small game of the resistance to the Soviet occupation of Hungary in 1956. Focuses on the street fighting within Budapest against massive Soviet forces (w/ hypothetical US intervention). Victory determined based on how much carnage results. B.Train'02	66581	\$9.00		New	Fo	OoP		3
<b>Stalingrad, Pivot on the Volga</b> A tense yet playable game of the German 6th Army's campaign in southern USSR, 1942-3. Played w/ large hexes & army/corp level units with combat within the hex, and an emphasis on proper use of tank & anti-tank sub-division assets. H.Gerber'04	69231	\$10.00		New	Fo	OoP		4
<b>Switzerland Must be Swallowed</b> Game of the planned German invasion of Switzerland sometime after the summer of 1940. 1 color map & 140 (dbl sided) div level counters that must be mounted & cut apart. 20k/hex, 24hr/turn. Later reprinted in boxed form by the designer. P.Schulze'01	104660	\$19.00		Mint	zl	OoP		3
<b>Trampling Out the Vintage</b> Small, DTP of Sherman's campaign for Atlanta, 1864. Operational level, covering an area from Chattanooga to Atlanta. Played on an 11x17 color map w/ 280 color unmounted countrs. Div level. P.Rohrbaugh'99	51347	\$9.00		New	Fo	OoP		4
<b>Vallee de la Mort, Dien Bien Phu 1st</b> Small, DTP of the pivotal battle of the first Vietnamese War, Dien Bein Phu 1954, at which the Viet Minh besiege and starve the heart of the French army in Indochina. Col/btlN level. Played on an 11x17 color area map of the locality of Dien Bein Phu, w/ 280 colorful unmounted counters. 5 short battle scenarios plus campaign. P.Rohrbaugh'00	69233	\$15.00		New	Fo	OoP		3
<b>Milton-Bradley</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
<b>Clue, Simpsons 2nd</b> 3 character figures removed from bag; otherwise mint & clean. ■ 3 character figures removed from bag; otherwise mint & clean. 2nd ed has pre-painted minis of the Simpsons. The classic Clue game Simpsonized into the world of the popular TV show, with each Simpson being a murder suspect. Did Bart kill the wealthy man with the poisoned donut at the Kwik-E-Mart? '03	97615	\$20.00 **		Mint	LB **	OoP		A M
<b>Life, the Game of...Simpsons Edition</b>	97616	\$20.00 **		Excell	LB **	OoP		A 6

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surcharges	General	Box	Out-of	Errata	Game #-of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Flag	Conditn	Type	Print?	Incl?	Scale	Plyrs
<b>Minden Games / Panzerschek</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
<b>Andersonville / Sacrifice in the East #7</b>	58744	\$19.00	New	n	OoP			Z			
Mag + Game. Small DTP magazine with 2 games: Sacrifice in the East is a small 2-player game of WW2 in the East as the Soviets liberate Poland and take Berlin. Includes a one color map focused on Poland + 88 color counters that must be mounted. Andersonville is a multiplayer card game of survival in the infamous Am Civil War POW camp; object is to finish with the most survival points. Also includes a very small game, 1914 Opening Moves, covering the west front at army level, 6days/turn. Counters & map must be copied from mag, mounted & cut out. G.Graber'02											
<b>Atlantic, Btl of.../Berchtesgaden #4</b>	49276	\$20.00	New	n	OoP			A 1			
Mag + Game. Two DTP games in one 48pg issue. Btl Atlantic is a solitaire game of the U-Boat campaign in the Atlantic, Aug 42-May 43.at strategic level. Berchtesgaden is a sml division level game of the what-if situation had Germany succeeded in making a last ditch stand in SW Germany at the end of WW2. G.Graber'00											
<b>Battlewagons</b>	90523	\$18.00	New	zl				1			
Battlehips at War/Action Station system game adapted to post-WW1 naval actions thru WW2 (1920-45). Includes ships from Britain, Germany, USA, Japan, France & Italy. G.Graber'08											
<b>Evacuation of Konigsberg 2nd</b>	95654	\$7.50	New	n	OoP			4			
Reprint of this small game of the evacuation of Konigsberg late in WW2. 9 optional units added. '11											
<b>Fall Constantinople/Jellicoe v Scheer #6</b>	55404	\$19.00	New	n	OoP			Z 1			
Mag + Game. 3 DTP games in one 64pg issue. Fall of Constantinople is a solitaire, area move game of the 1453 Ottoman siege of Constantinople. Jellicoe v Scheer is a tactical-level, Jutland-style game of ship-ship combat between the British & German fleets in 9 scenarios including Jutland. 'Nam Diary is a small, 2 player game of man-man combat in Vietnam, c.1968; this game's components are printed in mag. Counters must be cut apart. G.Graber'01											
<b>Fall of Rohm 2nd</b>	95653	\$7.50	New	n				A			
Reprint of this abstract solitaire game of Hitler's transition to power in 1934. G.Graber '11											
<b>Longstreet's Disaster 2nd</b>	95645	\$8.00	New	n				3			
Minor update of this game of Pickett's Charge at Gettysburg, July 1863, brigade level. This update adds a few optional Confed units & some new optional rules. G.Graber'09											
<b>Mediterranean Salvo!</b>	90565	\$5.50	New	n	OoP			1			
Small game of tactical combat in the Mediterranean during WW2 between any of 42 ships from Britain, France & Italy. G.Graber'08											
<b>Race to the Vistula / Brandy Station #14</b>	73614	\$35.00	New	n	OoP			Z			
Mag + Game. 3 games, now with fully professional production standards, including die cut counters, in a 36pg mag. RACE is a corp/army level game of the war in the East in 1944. P.de Wilde / BRANDY STATION is a brigade level game of the June 1863 cavalry battle. G.Graber'05 / MIGHTY HOOD is a small game of tactical WW2 naval combat. '05											
<b>St. George's Valour / Fall of Rohm #8</b>	58759	\$20.00	New	zl	OoP			Z 1			
Mag + Game. Small DTP magazine with 3 games: St. George's Valour is a solitaire game of the British raid on the German naval base at Zeebrugge in 1918. Individual ships & company-level ground units. Fall of Rohm is an abstract solitaire game of Hitler's transition to power in 1934. Also includes a mini-sim, Goring's War, a WW2 card game. W/ Errata for 5 games. G.Graber'02											
<b>Tsaritsyn / Ass Cherbourg / Graf Spee#13</b>	73603	\$19.00	New	n	OoP			Z			
Mag + Game. 3 games, now with colorized graphics. TSARITSYN is a grand tactical game of the slugfest between the White & Red Russians at what was later known as Stalingrad, and includes cavalry, tanks, armored trains, gunboats & artillery. J.Meldrum'04 / ASSAULT ON CHERBOURG is an operational level game of the delaying action of the German garrison against a numerically superior American force on a tight timeline. G.Graber'04 / GRAF SPEE is a ship-ship tactical combat of the Spee's last battle, a close-run contest with 3 outgunned British heavy cruisers. '04											
<b>Minden Games/PanzerDigest</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
<b>Breakout at St. Lo / Thunder Gods #5</b>	87810	\$18.00	New	zl	OoP			Z			
Mag + Game. Includes 2 games: BREAKOUT AT ST. LO, a game of the Normandy bocage battles & the allied breakout in summer 1944. / Thunder Gods is a sml, simple game of kamakaze attacks against the destroyer picket line at Okinawa. G.Graber, P.Rohrbach'08											
<b>Cold Harbor II</b>	85444	\$6.50	New	n				3			
Small, simpler game of the Union assault on the Confeds at Col Harbor, Virginia, in June 1864. Upgraded from the version published in Panzerschrek #3. G.Graber'08											
<b>Coronel &amp; Falklands/Rhineland / Remagen# 7</b>	90527	\$20.00	New	n				Z			
Three games, all solitaire: CORONEL & FALKLANDS covers two naval battles in 1914 at tactical level using the Salvo! game system. 44 counters. / OCCUPATION OF THE RHINELAND covers the political contest as German remilitarizes the Rhineland in 1936. 21 counters. / REMAGEN BRIDGEHEAD is a hex wargame of the US crossing of the Rhine at Remagen, March 1945. 63 counters. '09											
<b>Courage Under Fire / NavTac 1914 # 4</b>	87808	\$18.00	New	zl				Z			
Mag + Game. Includes 3 games: COURAGE UNDER FIRE is a 2 player game of the northern Vietnamese assault on An Loc during the NVA 1972 offensive. P.Rohrbach. / NAVTAC 1914 is a miniatures oriented game of ship-ship combat during WW1 using a variation of the Fletcher Pratt rules. Includes 110 ship counters. G.Graber. / GLADIATORS OF ROME is a solitaire game of man-man combat in the coliseum of ancient Rome. B.Flood. / Also includes a variant for Proud Monster w/ counters, and variants for Dreadnoughts & Battlecruisers, and Salvo!. '08											
<b>Eindekker / Poor Bloody Infantry # 8</b>	95646	\$20.00	New	n	OoP			Z			
Mag + Game. EINDEKKER covers the era of the Fokker scourge in 1915 on the Western Front as famous German aces challenge the Allies for control of the skies. Each game covers one week's time. 31 counters. / PBI is a game of tactical WW1 infantry combat between single platoons at the Somme, 1 July 1916. 128 counters, 4 historical scenarios. / WW2 Dogfight is an intro game of WW2 tactical air combat rules suitable for miniatures (& beginners). 52pgs. '09											
<b>Napoleon in Italy / Stalingrad #3</b>	85174	\$17.00	New	n	OoP			Z 1			
Mag + Game & 2 games: Napoleon in Italy is an area move game covering the 1796 campaign in Italy against the Italians. / Stalingrad, the Leather Factory is a solitaire game focused on the German assault on the southern end of Stalingrad in early Sept. G.Graber'08 / Also, scenarios for Raid on Schweinfurt, Salvo. '08											
<b>Swordfish @ Taranto / Field Honour # 2</b>	83581	\$24.00	New	n	OoP			Z			
Mag + Game. Panzer Digest Magazine #2. Includes 3 games: SWORDFISH AT TARANTO is a low level tactical solitaire game of the British air strike on the Italian fleet in 1940. FIELD OF HONOR is a 2+ player game of medieval jousting. EVACUATION OF KONIGSBERG is a 1-2 player, operational level game of the siege of Konigsberg; the Germans sought to delay the Soviets long enough for civilians to flee. '07											
<b>Mings Enterprises</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
<b>Texas Revolution, 3rd</b>	101085	\$29.00	**	New	LB **	OoP	Err	4			
3rd ed included revised rules; 2nd ed added Spanish language rules & new scenarios. Mexico under Gen. Santa Anna attacks a rebellious Texas, the latter supported outright by the US militia & military in 1836. Additional scenarios cover minor conflicts in the area, esp with Indians, in the time. Good game. D.Mings'91											
<b>Minion Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
<b>Kama Sutra Dice</b>	99156	\$9.00	New	SC	OoP			Z			
MANY AVAILABLE. ■ Pair of 22mm custom dice depicting, you guessed it, sex positions on each of the 6 die faces. Whoa-Hu! '10											
<b>Miscellaneous MAG Publishr</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
<b>Volunteers Newsletter # 1</b>	3828	\$1.00	Mint	n	OoP			Z			
<b>Volunteers Newsletter # 2</b>	95973	\$1.00	Mint	n	OoP			Z			
<b>Volunteers Newsletter # 3</b>	95974	\$1.00	Mint	n	OoP			Z			
<b>Volunteers Newsletter # 4</b>	95980	\$1.00	Mint	n	OoP			Z			
2pgs of mag misprinted; photocopies of those pages included.											
<b>Volunteers Newsletter # 4</b>	95975	\$1.00	Mint	n	OoP			Z			
<b>Volunteers Newsletter # 5</b>	95976	\$1.00	Mint	n	OoP			Z			
<b>Volunteers Newsletter # 6</b>	95977	\$1.00	Mint	n	OoP			Z			
<b>Volunteers Newsletter # 7</b>	95978	\$1.00	Mint	n	OoP			Z			
<b>Volunteers Newsletter # 8/9</b>	95979	\$2.00	Mint	n	OoP			Z			
Double issue.											
<b>Volunteers Newsletter #10</b>	95981	\$1.00	Mint	n	OoP			Z			
<b>Volunteers Newsletter #11</b>	95982	\$1.00	Mint	n	OoP			Z			

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Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale	Plyrs
<b>Volunteers Newsletter #12</b>		95983		\$1.00	Mint	n	OoP	Z		
<b>Volunteers Newsletter #13</b>		95984		\$1.00	Mint	n	OoP	Z		
<b>Volunteers Newsletter #14</b>		95985		\$1.00	Mint	n	OoP	Z		
<b>Volunteers Newsletter #15</b>		95986		\$1.00	Mint	n	OoP	Z		
<b>Volunteers Newsletter #16</b>		95987		\$1.00	Mint	n	OoP	Z		
<b>Volunteers Newsletter #17</b>		95988		\$1.00	Mint	n	OoP	Z		
<b>Volunteers Newsletter #18</b>		95989		\$1.00	Mint	n	OoP	Z		
<b>Volunteers Newsletter #19</b>		95990		\$1.00	Mint	n	OoP	Z		
<b>Volunteers Newsletter #21</b>		95991		\$1.00	Mint	n	OoP	Z		
<b>Volunteers Newsletter #22</b>		95992		\$1.00	Mint	n	OoP	Z		
<b>War Monthly Magazine # 5</b>		106478		\$3.00	Excell	n	OoP	Z		
Aug'74. ■ Aug'74. English magazine of military history. ARTICLES ON: Birth of the Flat Top; Tel-EI-Kebir: the British Take Egypt 1882; Oerlikon AA Gun in WWII; Battle of Dien Bien Phu, 1954; Lambert's Brigade, 1814-15; Tank v Anti-Tank Missile.										
<b>War Monthly Magazine # 6</b>		106479		\$3.00	Excell	n	OoP	Z		
Sept'74. ■ Sept'74. English magazine of military history. ARTICLES ON: Railroad Artillery; Can Cavalry Survive; Italian Mini-Submarine Raid on Alexandria; the JU-87 Stuka; the Anzio Invasion; Janissaries, Ottoman Powerhouse.										
<b>War Monthly Magazine # 7</b>		106480		\$3.00	Excell	n	OoP	Z		
Oct'74. ■ Oct'74. English magazine of military history. ARTICLES ON: German Gotha Bomber in WWI; Mines in WWII; the Allied Meuse-Argonne Offensive 1918; the British raid on the Ashanti tribe in Africa 1873; Operation Goodwood, 1944; Naval battle of Camperdown 1797.										
<b>Miscellaneous Publishers</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Ist Alamein, July 1942</b>		49283		\$19.00	Excell	n	OoP	4		
Photocopied booklet constituting a smaller, simpler game of the 1st btl of Alamein, July 1942. Map & counters must be made up from copies included. Daily turns, div level. Designed for beginners. L.Coalney'97										
<b>Antique Lovers Playing Cards</b>		54573		\$4.00	Excell	SB	OoP	Z		
<b>Dirty Words</b>		1432		\$12.00	Excell	SB	OoP	A M		
Adult party game where players score points by assembling sentences Scrabble-style using 23 6-sided cubes, scoring for each cube used. Words are of course provocative. '77										
<b>Magazines (Only)</b>		95149			Excell or Mint	n	OoP	Z		
Looking for a Magazine (without game)? A few are listed here but see our MAG-ONLY PRICE LIST for a complete & succinct listing: www.FineGames.com/text/mag_prc.pdf										
<b>Travel Backgammon Set</b>		18964		\$15.00	Excell	n	OoP	A		
Slight rust to closures. ■ ~										
<b>Moments in History</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>D-Day, the Great Crusade 1st</b>		106206		\$75.00	New	BC	OoP	6		
No shrinkwrap but others new & clean. ■ Also includes Rudders Line, small simple intro level area move game of one portion of the D-Day invasion. Operational level game of the campaign in France from D-Day thru mid-July, w/ 480 btln/rgt/brig level counters. 1day/turn, 1.5k/hex, 2 maps. Hi solitaire suitability. D.Holte'04										
<b>In Flanders Field, Second Btl of Ypres</b>		43743		\$35.00	New	Fo	OoP	4		
Second battle of Ypres that marked the beginning of attritional trench warfare in Europe. Btln/rgt/brig level game of the surprise German offensive that began with a poison gas barrage. 280 counters. '99										
<b>Lodz 1914, the First Blitzkrieg BOXED</b>		41628		\$49.00	New	BC	OoP	4		
BC boxed version. ■ BC boxed version. 20% punched. w/24 errata counters published in Tunisia '43. Game of this mobile & fluid encirclement on the east front, Nov-Dec 1914. 720 counters. D.Bolt'99										
<b>Lodz 1914, the First Blitzkrieg ZL</b>		81928		\$35.00	New	zl	OoP	4		
ZL version. ■ ZL version. Game of this mobile & fluid encirclement on the east front, Nov-Dec 1914. 720 counters. D.Bolt'99										
<b>Triumphant Fox, Rommel's Finest Hour</b>		6552		\$45.00	Mint	BC	OoP	4		
Missing d10. Several sml stains on box, one side panel creased. ■ Rgt/btln lvl, 7 scenario, med complex gm of Gazala btlns around Tobruk, May 42. J.Greene '93										
<b>Triumphant Return, Liberation of Kiev</b>		105316		\$37.00	New	zl	OoP	4		
Modest sized game of the Nov-Dec'43 recapture of Kiev. 240 counters & a modest sized map. 3 scenarios & campaign. J.Desch'98										
<b>Velikye Luki, Stalingrad of the North</b>		86917		\$29.00	New	Fo	OoP	4		
Grand tactical game of the bitter battle for Velikye Luki, Jan'43, using the Turning the Tables system. Modest complexity, btln/brig level, w/ 280 counters & 1 map. D.Blennemenn'00										
<b>Multi-Man Publishing</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Above the Clouds, Battle...</b>		105631		\$67.00	New	BC		4		
8th game in the Grt Campaigns of the Am Civil War series. Covers the key campaigns & the central grounds of the battles of 1863 in the west. Includes the Chickamauga & Chattanooga campaigns during the 5 months of activity in 1863. W/ 2 maps, 840 counters, 9 scenarios. '10										
<b>Angola 2nd</b>		104312		\$62.00	New	BC		6 4		
Multi-player game of a portion of the lengthy Angolan Civil War in 1975-6, that was very much a destructive proxy war between the US & USSR. Heavily revised from earlier Ragner Bro version. Area map, w/ counters representing units & special weapons. Players plan activation of a small number of units each turn in secret, then alternate executing plans. 110 cards, 2 countersheets. G.Dicken, S.Kendall'12										
<b>ASL: Instructions/Rules Book 4th</b>		107080		\$66.00	** New	NB **		1		
3rd MMP edition Reprinted system rules book in a 3-ring binder. Only change to this edition is a redesigned notebook cover. Necessary to play any of the ASL modules. This edition includes plentiful examples of play, chapter E (night, weather, boats, planes, skis, convoys, etc), chapter K (training manual), expanded index, off-board artillery & vehicle overrun charts from Action Paks 1 & 2, plus night fighting aids from Pegasus Bridge. '07										
<b>ASL:Action Pack #10</b>		107045		\$17.00	New	Fo		2		
Scenario kit including 2 new maps (#69 & 70) & 8 scenarios focused on combat between German & either Soviet or American forces (plus one with Japanese v Chinese). '14										
<b>ASL:Action Pack #3, Few Returned 2nd</b>		103642		\$20.00	New	Fo		2		
2nd ed has revised map. Kit providing 3 reprinted boards (24, 42 & 43) and 9 scenarios for the Italian 8th Army's attempt to escape encirclement during the Soviet 1942 Winter offensive. 3 addtl scenarios cover the Italian's defense of Rome against the Germans after Italy's defection. '07										
<b>ASL:Action Pack #4, Normandy</b>		104634		\$25.00	New	Fo		2		
Kit providing 3 new maps (53-55), revised rules pgs B9-10, & 12 scenarios covering action in Normandy's bocage country. '08										
<b>ASL:Action Pack #5, East Front</b>		102775		\$29.00	New	Fo		2		
Kit providing 3 new cardstock maps (56-58) & 12 scenarios covering actions on the East Front during 1941-5 involving German, Soviet & Axis minor country forces. '09										
<b>ASL:Action Pack #5, East Front</b>		102774		\$29.00	New	Fo		2		
Kit providing 3 new cardstock maps (56-58) & 12 scenarios covering actions on the East Front during 1941-5 involving German, Soviet & Axis minor country forces. '09										
<b>ASL:Action Pack #6, Decade of War</b>		95900		\$28.00	New	Fo		2		
Kit w/ 3 new double-sided maps & 10 scenarios from the period 1936-45, 1 per year, from the Spanish Civil War, Sino-Jap War, France 1940 & '44, Malaya, Philippines, East Front, plus rules for the Australian Balancing Handicap System. G.Fortenberry, C.Kibler, B.McNamara'10										
<b>ASL:Action Pack #7</b>		102408		\$24.00	New	Fo		2		
Kit w/ 3 new maps (60-62) & 10 scenarios from the period 1941-44 from Europe & the Pacific. '11										
<b>ASL:Action Pack #8, Roads Thru Rome</b>		106066		\$29.00	New	Fo		2		
Kit w/ 3 dbl-sided maps (4ab,5ab,6ab) & 10 scenarios from the Allied campaign in N.Africa & Italy, starting in Tunisia & focusing on campaigns for & around Rome. Reqs all core ASL modules (some of which might even be in print!). '12										
<b>ASL:Action Pack #9, To the Bridge!</b>		105338		\$27.50	New	Fo		2		
Scenario kit including 3 new maps (7-9, ea doublesided), and 10 scenarios all focused on the rapid & stinging 1942 Allied defeat in Burma. Includes Japanese infantry, Commonwealth infantry & light armored vehicles, plus all the locals: Burmese Rifles, Gurkha Rifles, Indian infantry, frontier forces, plus Japanese SNLFs against the Thai army & provincial police. Reqs core ASL components to play. '14										
<b>ASL:Best of Friends Scenario Pack</b>		105148		\$14.00	New	n		2		



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Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale	Plyrs
12 scenarios drawn from the Swedish Friendly Fire ASL toumy including some tweaks by their original designers. Scenarios cover many fronts in both Europe & Pacific, including a scenario between the Soviets & Japanese at the very end of the war. Sequel to Out of the Bunker. '13										
<b>ASL:Beyond Valor 3rd</b>		<b>106577</b>		<b>\$149.99</b>	**	New	DC	**	OoP	2
Revised & upgraded first Module for the ASL system. Includes German, Finn & Soviet counters, 10 maps (#1-5,8,20-23), 13 countersheets & 24 scenarios (10 from earlier editions & 14 published in prior ASL Annuals). Stripped of Red Barricades material included in earlier editions. '06										
<b>ASL:Blood Reef Tarawa GAMERS GUIDE</b>		<b>103314</b>		<b>\$14.00</b>		New	Bk			2
Gamers guide to this kit covering the invasion of Tarawa in the Pacific, w/ strategy & tactics, historical chronology, etc. Many well illustrated examples of play & strategy tips, fortress placement strategy; player aids, etc '10										
<b>ASL:Decision at Elst Starter Kit</b>		<b>106068</b>		<b>\$53.00</b>		New	BC			2
A complete ASL game, the first Historical Starter Kit Module, covering the British 214th Brigade's advance towards Arnhem at the Dutch town of Elst, defended by Kampfgruppe Knaust. Includes historical map, 3 countersheets, 4 scenarios & campaign game, basic rules set, campaign rules. Complete game, no other components needed to play, making it a good beginner set. Campaign game connects individual scenarios thru a refit phase during which players purchase replacements. '14										
<b>ASL:For King and Country 2nd</b>		<b>106387</b>		<b>\$69.00</b>		New	DC			1
Revision & consolidation of earlier West of Alamein & FK&C modules into an ASL 2nd ed package. Includes entire British OoB in 6 countersheets, Chp H, boards 1,7,8,12, 20 updated scenarios, and incorporates all existing errata '03										
<b>ASL:For King and Country 2nd</b>		<b>106428</b>		<b>\$69.00</b>		New	DC			1
Revision & consolidation of earlier West of Alamein & FK&C modules into an ASL 2nd ed package. Includes entire British OoB in 6 countersheets, Chp H, boards 1,7,8,12, 20 updated scenarios, and incorporates all existing errata '03										
<b>ASL:Last Hurrah 2nd</b>		<b>104603</b>		<b>\$30.00</b>		New	HC			1
2nd ed is basically a reprint, but adds board 3 to contents. 6th ASL module adding the armies of the small neutral nations conquered early in WWII: Poland, Norway, Belgium, the Netherlands, Yugoslavia & Greece). Includes 8 scenarios, boards 3, 11, 33. Req ASL rules, BV & Yanks to play all scenarios. '02										
<b>ASL:Rising Sun</b>		<b>106070</b>		<b>\$199.00</b>	**	New	DC	**	OoP	2
ASL module that combines & replaces the earlier Code of Bushido & Gung Ho! kits. Includes the Japanese army & naval land forces, Chinese, and US Marines. Includes revisions & additions to Chp G, H & Z rules; 1892 counters, (16 countersheets), 7 boards 34-39,47, many overlays, 32 scenarios including 16 that appeared in various mags. A must have module if you're interested in the Pacific Theater. '13										
<b>ASL:Rivers to the Reich Scenario Pack</b>		<b>104638</b>		<b>\$18.00</b>		New	n			2
15 scenarios adapted from official Squad Leader scenarios, completing the effort begun with Turning the Tide to convert all SL scenarios to ASL. Covers actions on the West Front after August 1944. Includes 2 overlay sheets (taken from GI Anvil of Victory). '13										
<b>ASL:Starter Kit #1 2nd</b>		<b>107052</b>		<b>\$24.00</b>		New	BC			2
2014 reprint. ■ 10th Anniversary (2nd) ed updates the rulebook with clarifications. Reprint of this complete game aimed at introducing beginners to ASL thru 6 scenarios pitting US or Soviet soldiers against the Germans (focused solely on infantry). Includes 280 counters, 2 maps, along with tutorial style rules. 2 min/turn, 40m/hex, squad level. '14										
<b>ASL:Starter Kit #3, Tanks</b>		<b>107056</b>		<b>\$30.00</b>		New	BC			2
Complete game aimed at introducing beginners to ASL thru 8 scenarios which focus on the use of tanks & other vehicles within ASL. Includes 3 maps. Designed to introduce players to the basic ASL game system as well as vehicles & ordnance. '07										
<b>ASL:Turning the Tide</b>		<b>103164</b>		<b>\$17.50</b>		New	Fo			2
Revision of 20 of the Squad Leader scenarios found in Cross of Iron, Crescendo of Doom, GI Anvil of Doom, the 100, 200 & Rogue scenario kits revised into the ASL format. Most use only boards 1-5; none use overlays. '09										
<b>ASL:WO Bonus Pack #1 [Winter Offensive]</b>		<b>103323</b>		<b>\$19.00</b>		New	Fo		OoP	2
2010 Winter Offensive kit. Scenario pack with 2 scenarios & 1 board #59. Scenarios cover the scratch defense of Our River crossings at the beginning of the Bulge, and an action involving Rommel's 7th Pzr during the 1940 campaign in France. '10										
<b>ASL:WO Bonus Pack #2 [Winter Offensive]</b>		<b>104639</b>		<b>\$19.00</b>		New	Fo		OoP	2
2011 Winter Offensive kit. Scenario pack with 3 scenarios & 1 board #63 Scenarios cover a battle at Carentan June 1944; Nuenen the Netherlands, Spt 1944; and Koevering the Netherlands Sept 1944. (Winter refers to when this was published.) Published with a 1000 copy print run as a fund raiser. '11										
<b>ASL:WO Bonus Pack #3 [Winter Offensive]</b>		<b>103919</b>		<b>\$18.00</b>		New	Fo		OoP	2
2012 Winter Offensive kit. Scenario pack with 3 scenarios & 2 maps (64 & 65). '12										
<b>ASL:WO Bonus Pack #4 [Winter Offensive]</b>		<b>104640</b>		<b>\$18.00</b>		New	Fo		OoP	2
2013 Winter Offensive kit. Scenario pack with 3 scenarios, 1 causeway overlay & 1 map (66). '13										
<b>ASL:WO Bonus Pack #5 [Winter Offensive]</b>		<b>104606</b>		<b>\$18.00</b>		New	Fo		OoP	2
2014 Winter Offensive kit. Includes a new map & 3 scenarios involving the Soviets & Germans or Japanese & Americans. '14										
<b>Baltic Gap</b>		<b>104851</b>		<b>\$50.00</b>		New	BC			4
Operational Combat System (OCS) game of the Soviet drive into the Baltic states in the summer 1944. 8 scenarios include campaigns suitable for team play. 2 maps, 1400 counters, 3.5days/turn. OCS v4 rules. J.Kisner, H.Mielants'09										
<b>Bastogne, Screaming Eagles Under Siege</b>		<b>105493</b>		<b>\$32.00</b>		New	BC			3
Grand tactical game of the weeklong battle for the key crossroads at Bastogne, 18-27 Dec'44. Uses the Standard Combat System (SCS). 3 scenarios + campaign. 400m/hex, 1day/turn, co level. 280 counters. '09										
<b>Bitter Woods: 2nd Ed Update Kit</b>		<b>105025</b>		<b>\$29.00</b>		Excell	n		OoP	4
Complete & very clean. ■ Upgrade kit consisting of revised rules and counters; all other components remain the same in 2nd ed.										
<b>Blitzkrieg Legend, Btl for France 1940</b>		<b>106583</b>		<b>\$85.00</b>		New	BC			4
Operational Combat System (#12) game of Case Yellow, the German invasion of France & the Low Countries in May 1940. Demonstrates that the Germans were lucky (& the Allies bumbling), that events could have taken a very different turn. Std scenario assumes the French Dyle Plan, but alternatives free both players to explore all options. Special rules for OCS allow for bridges & fort capture, evacuations, the Maginot Line, and Hitler's command that halted the panzers for a few days. 3mi/hex, 2days/turn. 1960 counters, 3 maps, 10 scenarios.										
<b>Bloody Ridge</b>		<b>105711</b>		<b>\$45.00</b>		New	zl		OoP	2
ziplocked. ■ Ziplocked. Low density game of the battle for Guadalcanal using the Tactical Combat System. 280 counters and one historical map depicting the climactic battle for a key geographic feature on Guadalcanal, 12-14 Sept.'1942. Designed by an authority on the battle for the island. M.Smith'05										
<b>Breakthrough, Cambrai</b>		<b>103938</b>		<b>\$35.00</b>		New	BC			4
Std Combat System game of the Nov.1917 offensive at Cambria. 324 British tanks & 8 divisions assault a 4mi-wide front that achieved its initial goals (& record gains) but was beaten back by quick German reactions. Uses MMP's area move game system. M.Rinella'11										
<b>Canadian Crucible, Fortress at Norrey</b>		<b>106073</b>		<b>\$38.00</b>		New	BC			3
Game using the Tactical Combat System. Depicts the Canadian forces' defense shortly after D-Day against a counterattack led by the grenadiers of the 12th SS Panzer in the First Battle for Caen. Canadians must defend their ground at all costs lest the D-Day time schedule be disrupted. 1 map, 560 counters, 8 scenarios + campaign. D.Essig'13										
<b>Fearful Slaughter, Battle of Shiloh</b>		<b>100024</b>		<b>\$70.00</b>		New	BC			4
Large game of the April 1862 battle of Shiloh using the Gamer's regimental system. 11 scenarios including many what-if including one that roughly doubles the confederate forces by drawing on other forces in the area. 1680 counters, 2 maps. 110yd/hex, 15min/turn, regt scale. D.Powell'04										
<b>GD'42</b>		<b>102288</b>		<b>\$49.00</b>		New	BC			3
Tac Combat Series (v4) game of the Nov'42 battle in which the German Gross Deutschland div is committed as a reserve to stem an offensive by the Soviet 238th Rifle backed by the 3rd Mech Corp in the Luchessa Valley. A bitter battle ensued that threatened the GD's existence. Includes 3 maps, 840 counters. W.Graves'09										
<b>Guadalajara</b>		<b>104853</b>		<b>\$23.00</b>		New	BC			3
Standard Combat Series system game of the pivotal battle of the Spanish Civil War. The Italian motorized Corpo Truppe Volontaire (CTV) unit let the second Fascist attack on Madrid in the Spanish Civil War. They were repulsed in a hard-fought campaign. Comp/Btlm level, 280 counters, 1 map. E.Sassot'06										
<b>Guderian's Blitzkrieg II[I] 3rd</b>		<b>99086</b>		<b>\$125.00</b>	**	New	DC	**		4
Reprint of the 'II' revision w/ errata incorporated in rules & mating rules for Case Blue. Detailed on lvl game of German the period of the War in the East when the Germans might have won, Oct'41-May'43. Includes 3 maps, 2940 maps, v3 series rules, 19 scenarios. Half-week/turn, 5mi/hex, btlm-div level. D.Essig'11										
<b>Heights of Courage, Golan Heights 1973</b>		<b>105156</b>		<b>\$30.00</b>		New	BC			3

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of					
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print?	Incl?	Scale	Plyrs	
Std Combat System game (#16) covering the Syrian attempt to recapture the Golan Heights from Israel in the 1973 Yom Kippur War. For nearly 2 weeks, massed Syrian armor attempted to overrun determined defenders who, thru their stiff defense, allowed the Israelis to mobilize their forces for a counteroffensive that stopped just short of Damascus. This war included the largest armored clashes since WWII. Includes rules to play in tandem with Yom Kippur. game (covering the Sinai front). 280 counters. S.Newhouse'13													
<b>It Never Snows</b>		103933		\$65.00			New	BC				4	
Standard Combat System game covering the Market-Garden offensive, Sept 1944. 600m/hex, co level, 12hr/turn, making for a very playable game, & on a similar scale to Highway to the Reich. Covers both the para drops & the ground offensive in a 17 turn campaign game. Detailed OoB depicts the wide-ranging assortment of units the Germans scratched together to deal with this offensive. 5 maps, 840 counters. D.Essig'13													
<b>Karelia '44</b>		103147		\$31.00			New	BC				4	
Standard Combat System game covering the northern Finnish Front during the summer of 1944 as the Soviets attack with 2 ground armies & the Finns attempt to stave off defeat one more time by making good use of their artillery & 3 defensive lines. Btl/nrgt level w/ 280 counters. K.Jacobsen'11													
<b>King Philip's War</b>		107068		\$36.00			New	BC				4	
Game of savage guerilla combat between frontier Indian tribes and colonials of America in 17th century that ultimately resulted in 2600 white & 6000 Indian deaths. King Philip, an Indian leader, leads a loose assortment of Indian tribes that might come to include the Mohawks seeking to capture either of the key settlements of Boston or Plymouth. '10													
<b>Kingdom of Heaven, Crusader States</b>		104645		\$65.00			New	BC				6	
Game of several of the Crusades, 1097-1291, as Christians contest control of the "Holy Land" with the Muslims. 9 scenarios cover the military campaigns in this period including 1st, 2nd, 3rd, 5th, 7th crusades plus others including the Mongol invasion. Uses a deck of 110 cards adding events & special powers. 3 countersheets. 1yr/turn. S.Debrestian'12													
<b>Korea, the Forgotten War 2nd</b>		106377		\$67.00			New	BC				4	
Update & reprint of this 13 scenario game using the relatively simple & fast moving operational combat system to cover the first year of the war in Korea, 1950-51. 3 maps, 1120 counters, 3days/turn, 5mi/hex, btl/nrgt level. 5 scenarios use 1 map, 2 use 2 maps. R.Miller'14													
<b>Last Chance for Victory</b>		106380		\$134.00	**		New	DC **				3	
Second game in the Line of Battle regimental civil war series. Covers the battle of Gettysburg in a detailed way, making for a very large game but also a definitive one of this battle. Attempts to fully explore the missed opportunities & mistakes of this battle. Includes v2 series rules. 6 maps, 2240 counters, 22 scenarios with some using only 1 map. D.Essig'13													
<b>Lincoln's War, Politics &amp; Personalities</b>		103154		\$64.00			New	BC				6	4
1-4 player, highly strategic game of the political aspects of the American Civil War, 1861 thru the 1864 election. Uses a diceless card-based system with 132 cards (including 14 seditious characters). Players must juggle pursuing political resources (& victory points) & the 145 loose cannons represented in the game with the conduct of successful military campaigns. 6 scenarios, 162 cards, 2 countersheets & a wide assortment of political possibilities from the assassination of Lincoln to British intervention. J.Poniske'14													
<b>Mighty Endeavor 2nd</b>		106588		\$43.00			New	BC				6	
Update & expansion of this simpler, div level game of the campaign in France from D-Day to the end of the war, using the Standard Combat System. Allows Allies choice of invasion site, runs thru the fall of Germany, and is fast moving. 1 map, 280 counters, 24pgs of rules. 2nd ed expands the game to include the eastern front just east of Berlin, uses the unique system first used in Battle for Germany where one player controls the Western Allies & eastern Germans, the other the western Germans & Soviets. D.Essig'14													
<b>Monty's Gamble, Market-Garden</b>		105020		\$75.00			Excell	BC	OoP			3	
Very clean. ■ Game of battle for "Hell's Hiway" during Market Garden, from Eindhoven to Arnhem, based on the Breakout Normandy game system. Btl/nrgt level, daily turns. Each turn brings tough choices to both sides. 2 countersheets. 1.5mi/inch, btl/nrgt/brig level. High solitaire suitability. M.Rinella'03													
<b>No Question of Surrender</b>		104503		\$56.00			New	BC				3	
Grand Tactical Series game (based on Panzer Command system), similar to Devil's Cauldron, covering the Axis assault on 2 Free French battalions holding the southern end of the Gazala line in an old fort at Bir Hacheim, May-June 1942. 3 countersheets, 3 scenarios + full campaign. N.Richardson'12													
<b>None But Heroes</b>		104646		\$58.00			New	BC				4	
New design & the first of an intended Line of Battle game series (a variation on the Grt Btls of Am Civil War & Civil War Brigade systems). Covers the situation in 1862 as McClellan forces R.E.Lee's Army of Virginia to fight at Antietam Creek near Sharpsburg, resulting in the bloodiest battle in US history. Rgt/battery lvl. Play is streamlined, with combined arms factors. 2 maps, 1400 counters, 8 scenarios. '11													
<b>Reluctant Enemies, Operation Exporter</b>		106590		\$38.00			New	BC				4	
Small game of the 1941 Allied invasion of Vichy French-held Lebanon & Syria. Intended as a very accessible introduction to the Operational Combat System (OCS), of which it is the 13th in that series. Has all the elements of the OCS system, including severe supply constraints, plus swirling battles, amphibious assaults, naval bombardment, and an air campaign. 5 brigades of allied troops assault the Levant states in mid-1941 defended by the Vichy French expecting a cakewalk, and were initially stopped cold. Game includes an OCS rules summary, and a 16pg OCS Starter Guide with illustrations of play. 280 counters, OCS rules v4.1. D.Essig'14													
<b>Reluctant Enemies, Operation Exporter</b>		106591		\$38.00			New	BC				4	
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<b>Rock of the Marne</b>		106592		\$30.00			New	BC				4	
Std Combat System game of the final German Offensive in July 1918, the Second Btl of the Marne. Name refers to the US 3rd Inf which held steadfast against the Germans. 12hrs/turn, 1.25mi/hex, div level, 280 counters. J.Best'08													
<b>South Mountain</b>		102099		\$36.00			New	BC				4	
Regt level Civil Wars series game of the battle of South Mtn, Spt'1862, as DH Hill's division is surprised & attacked by Burnside's army, saved only by the arrival of 2 other Confed divs. w/ 1 map. 100yd/hex, 15min turn. '08													
<b>Stonewall Jackson's Way II [2nd]</b>		103148		\$68.00			New	BC				4	
9th edition of the Am Civil War game series. This game is a complete update of earlier Stonewall Jackson's Way (1st in the series) which covered the campaigns in central VA in summer 1862 AND adds coverage of First Bull Run in 1861. Maps are recreated by the original artist with new historical detail, & counters updated too. Uses rules system as of Grant Takes Command. 5 1861 scenarios & 5 1862 scenarios. Rgt/div lvl, 2 maps, 840 counters. '13													
<b>Storm Over Dien Bien Phu</b>		106026		\$36.00			New	BC				4	
Area-move game of the pivotal battle for Dien Bien Phu in 1954, using a simplified version of the Storm Over Arnhem/Storm Over Stalingrad game system. The game adds rules to reflect the French supply limits, sappers, assaults, plus new cards depicting special events of the campaign. Playing time about 3hrs. 1.5 countersheets, 55 cards. '14													
<b>Storm Over Stalingrad</b>		106594		\$36.00			New	BC				4	
Area-move game of the battle for Stalingrad, fall 1942, using a simplified version of the Monty's Gamble game system suitable for beginners. 2 maps, 55 cards that influence play & events. 1wk/turn, btl level. T.Nakamura'08													
<b>Storm Over Stalingrad</b>		106595		\$36.00			New	BC				4	
Area-move game of the battle for Stalingrad, fall 1942, using a simplified version of the Monty's Gamble game system suitable for beginners. 2 maps, 55 cards that influence play & events. 1wk/turn, btl level. T.Nakamura'08													
<b>Strike Them a Blow</b>		101990		\$35.00			New	BC				4	
Civil War Brigade series game covering Lee's trap that divided Grant's army, giving Lee a chance to attempt to destroy the Union army in detail along the North Anna River, 1864. Brig level, 2 maps, 560 counters, 200yd/hex. D.Essig'06													
<b>Talavera &amp; Vimeiro</b>		87392		\$33.75			New	BC				3	
Game in the Napoleonic Brigade series covering the 2 day battle the bloodied both the allied English & Portugese armies and the pursuing French near Talavera, July 1809. Includes a separate mini-game covering the August 1808 battle of Vimeiro outside Lisbon, at which the Allied armies defeated a French army under Junot that opened the door to the Peninsular War that followed. '07													
<b>Three Battles of Manassas</b>		100112		\$42.00			New	BC				2	
Civil War Brigade series game covers the battles at Bull Run. Second Bull Run (1862) is a thoroughly revised August Fury game, and covers one of Lee's greatest campaigns. First Bull Run (1861) is added, plus a what-if scenario for a THIRD battle of Bull Run which nearly occurred in Oct.1863. 560 counters, 3 maps, 30min/turn, 200yd/hex. T.Prowell'04													
<b>Tide at Sunrise, Russo-Jap War 1904-5</b>		106027		\$32.00			New	BC				4	
Operational level game of the Russo-Japanese War of 1904-5, using the Victory Lost game system. Easy to learn & modest complexity but with excellent strategy & tight balance. 184 counters, 1 map.'10													
<b>Victory Denied</b>		104860		\$30.00			New	BC				4	
Game of summer 1941 German offensive in the USSR, as they appeared unstoppable yet diverted their army south rather than finish the drive to Moscow during the dry months. Covers July-Spt'41. Sister game to Victory Lost. Div level. Simpler game system. '09													
<b>Where Eagles Dare, Btl for Hell's Hiway</b>		103931		\$132.00	**		New	LB **				4	
Stand alone game that mates with Devil's Cauldron to cover all of Op Market-Garden. Large, company level game of the southern part of Operation Market-Garden, Sept 1944. Covers the drive up Hell's Hiway to relieve the besieged paratroopers holding the vital northern bridges. 500m/hex, 2hr/turn w/ up to date historical info. Uses the Grand Tactical system, a derivation of the Panzer Command system. 5maps, 2000 counters. A.Starkweather'11													

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surchage	General	Box	Out-of	Errata	Game #-of		
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale	Plyrs
<b>Multi-Man ASL JOURNAL</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>ASL: Journal # 2 2nd [reprint]</b>		101612		\$41.00	New	Fo				2
Includes a 22x32" Kakazu Ridge (Okinawa) map, 2 countersheets, rules for 24 historical scenarios (J13-35). Reprint of most of this issue of this magazine-style successor to the former ASL Annual, filled w/ ASL articles & scenarios, & 2 pgs of errata. '10										
<b>ASL: Journal # 9</b>		99656		\$99.00	New	n	OoP			2
Our last copy, ■ 64pgs of the best of MMP's ASL. Includes 2 games: VERDICT AT NUREMBERG campaign scenario set & SUICIDE CREEK campaign game including map & 244 counters + Chp Z pgs 63-78 & 24 scenarios. ARTICLES ON: Art of the Banzai charge; guide to water obstacles & invasions in ASL; 3-scenario Verdict at Nuremberg; Btl for Suicide Creek, New Britain, Jan'44; scenarios J126-146 + VotG22-24; art of key building defense in ASL; scenario design process; Fun! with Panzerfausts! Playing big ASL games with limited space. '11										
<b>ASL: Journal #10</b>		103932		\$23.00	New	n				2
48pgs of the best of MMP's ASL. Includes 16 ASL scenarios printed on carstock inserts (instead of in the pages of the mag, J147-160, FB18, VOTG25), plus 2 dbl-sided player aid charts for Festung Budapest. Glossy paper. ARTICLES ON: FAQ on Festung Budapest, plus replay of FB17 scenario; primer for the beginner in ASL: statistical analysis of key ASL situations & combat; new rulebook errata; Son of Squad Bleeder fog-of-war tournament scenarios '12										
<b>ASL: Out of the Attic #2</b>		104320		\$16.00	New	n				2
48pg magazine that includes 16 ASL scenarios but focuses on reprinting more obscure but valuable ASL material from various other publications and newsletters. Scenarios are tournament themed. '10										
<b>Multi-Man OPERATIONS MAG</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Operations Magazine Special Issue #2</b>		101234		\$25.00	New	n				Z
Mag + Game. Special issue containing 2 games: a Panzerblitz Carentan game w/ 80 counters & a map; Bravery in the Sand, a btnl/rgt level game of Operation Crusader, Nov-Dec 1941, as the Axis & Allies battle for Tobruk in N.Africa. 134 counters & map. Also includes a Fortress Holland 1940 variant for Monty's Gamble w/ 130 counters; and 8 ASL counters for Starter Kit 2. ARTICLES ON: Baltic Gap (1944) design; Scenario 4.4 (Op Mars) in GD'42; Evolution of Panzerblitz; Panzerblitz II errata; new ASL scenarios 33 & 34, replay of 33; 9th Panzer in the Netherlands 1940 & 1944; Most Dangerous Time review & replay; Campaign Scenario 5 for Devil's Cauldron. '09										
<b>Operations Magazine Special Issue #3</b>		103348		\$30.00	New	n				Z
Mag + Game. Special issue containing 2 full games, scenarios & historical map for battles along the Matanikau River on Guadalcanal (Hell's Corner kit) + lots on ASL & other MMP games. STARVATION ISLAND is a sml, op level game of the naval war for Guadalcanal, 1942, w/ sml map & 125 counters. FURY IN THE EAST is a corp/army level game of the first 9 months of the war in the east, 1941-2. Previously published in Japan as G-Barbarossa. G.Suzukia. / ARTICLES ON: MMP's War Storm series; opening strategies for Afrika 2nd; scenario for Leroc; combined arms tactics in Devil's Cauldron; ammo in Line of Battle's Gettysburg; scenario for Warriors of God; 2 Starter kit scenarios; Hell's Corner Guadalcanal rules & 5 scenarios + 2 east front scenarios; Warriors of God strategy & scenario; Las Barricadas! scenario; Iron Tide tourny scenario. '10										
<b>Special Ops Wargaming Journal # 1</b>		102282		\$19.00	New	n				Z
Mag + Game. Includes RAPHIA, a Std Combat Series game of this key ancients battle w/ 130 counters & small map; SAVAGE STREETS, a small area-move game of the battle for central Stalingrad w/ 96 counters & sml map; plus 4 ASL/ASLSK scenarios plus ARTICLES ON: Pursuing an automatic victory in Shifting Sands; using Fire in the Sky in the classroom; taking Singling in an ASL scenario; Gamers' SCS Gazala; adding ace Tiger tanker Michael Wittmann to OCS games; MMP at Origins '11; seaborne assault in Baltic Gap. Premier issue of a rethinking of Operations Mag.										
<b>Special Ops Wargaming Journal # 2</b>		104982		\$20.00	New	n				Z
Mag + Game. Mag with UKRAINE '44 game focused on the Soviet offensives in the Ukraine in late 1943 & 1944 (aka Hube's Pocket). The German 1st Panzer Army is surrounded by 1st & 2nd Ukraine Fronts. 5km/hex, 1day/turn. 280 counters (99 units). / Includes 4 ASL scenarios O3, O4, S39, S40. ARTICLES ON: Ukraine '44 strategy; Soviet leader bios in Fury in the East; Bravery in the Sand (Ops Special #2) overview; short scenario for Mighty Endeavor; ASL starter kit sequence of play; Soldiers of Orange, a Dutch SASL campaign; review of cavalry scenarios of the Grt Campaigns of the Am Civil War game series; MMP's designers. '12										
<b>Special Ops Wargaming Journal # 3</b>		104984		\$20.00	New	n				Z
Mag + Game. 36 page mag with A VICTORY COMPLETE game covering the 1914 Tannenberg campaign with 270 counters. Also includes ASL Scenarios O5,6; ASLSK scenarios S52,53. '12										
<b>Special Ops Wargaming Journal # 4</b>		104322		\$20.00	New	n				Z
Mag + Game. 36 page mag including the complete game WHAT PRICE GLORY?, which covers World War I on the Western Front, 1914-8 at corp level. Includes 176 counters & 48 cards giving special abilities. Area move, semi-annual turns. First of intended 3-game series covering all of WWI in Europe. T.Nakamura'13 / ARTICLES ON: What Price Glory? designer's notes & strategy; Beginners perspective on the Operational Combat System (OCS); Market-Garden as a topic for game research; ASL Rising Sun Introduction and cross-reference to predecessor components; ASL Scenarios O7, O8, S54 & S55; 4 Additional scenarios for It Never Snows; Story of PFC Joe Mann of the US 101st Airborne at Market-Garden.										
<b>Special Ops Wargaming Journal # 5</b>		106597		\$22.00	New	n				Z
Mag + Game. Includes complete game BUSHY RUN, pitting British force of 500 seeking to relieve Fort Pitt, against a largely hidden & mobile Indian force in Pennsylvania, 1763, during Chief Pontiac's War, w/ map & 88 counters. Includes ASL map #68. ARTICLES ON: Angola strategy & analysis; intro to Mr. Lincoln's War, with analysis & strategy. Japanese anti-tank tactics in ASL; ASL scenario O9, O10, S56, S57; Viet Minh strategy in Storm Over Dien Bien Phu; designer's notes for Last Chance for Victory; OoB Notes for It Never Snows. '14										
<b>Multi-Man SKIRMISHER Mag</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Skirmisher Magazine #1</b>		102107		\$29.00	New	Fo				Z
First issue of this magazine dedicated to the AH Great Campaigns of the Am Civil War series. Includes rules, map & OoB revisions, standardized rules, 130 revised counters, strategy & tactics articles, etc. '99										
<b>Numbskull Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Divided Republic</b>		103449		\$37.00	** New	FB **	OoP			8 4
2-4 player, card-driven game of the political conflict in 1860 just prior to the American Civil War. Players represent the 4 parties at the time (Constitutional Unionists, Northern Demos, Southern Demos, & Republicans). Win thru defeating your opponents with dirty tricks, good speeches & manipulating historical events. '12										
<b>Popular Front, Spanish Civil War</b>		106605		\$39.00	New	DC	Going			4
Somewhat abstracted fast playing game of the political, ideological & military conflict that was the Spanish Civil War, 1936-9. 2, 4 or 6 players play as teams, each with an identical 20-card deck. '11										
<b>Popular Front: Escalation Kit</b>		106641		\$12.00	New	SC	Going			4
Kit for this game of the Spanish Civil War adding 54 cards & new powers for each faction that encourage each faction to pursue a unique strategy. Also adds new retreat & naval combat rules. '12										
<b>Omega Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>1864, Year of Decision</b>		81657		\$29.00	New	BC				6
First of a revived line of Omega games. This game covers the Am Civil War in 1864, the year that finally broke the Confederacy. Played on two satellite photo maps with area move boxes superimposed. 280 counters, 5 days/turn, corp level units w/ leaders. 4 scenarios covering each of the western, eastern, Valley & Sherman's March scenarios plus the May-Dec 1864 campaign game. Rules written in a outline/bullet point format. D.Alexander'01										
<b>1864, Year of Decision</b>		55423		\$28.00	Mint	BC				6
First of a revived line of Omega games. This game covers the Am Civil War in 1864, the year that finally broke the Confederacy. Played on two satellite photo maps with area move boxes superimposed. 280 counters, 5 days/turn, corp level units w/ leaders. 4 scenarios covering each of the western, eastern, Valley & Sherman's March scenarios plus the May-Dec 1864 campaign game. Rules written in a outline/bullet point format. D.Alexander'01										
<b>Carrier War: Expansion Kit</b>		103307		\$25.00	New	Fo	Going			6
Expansion kit that allows the possibility of the war continuing thru 1944 to as late as 1946, with air, land & naval forces in production but not produced historically. Includes 400 additional counters, 7 play aid cards, errata, plus 6 scenarios including the invasion of the Philippines, the invasion of Japan and a campaign game of the entire war in the Pacific.										
<b>Eastern Front Solitaire, 4th</b>		104990		\$25.00	New	BC				6 1
4th edition colorizes the map & counters, adds bullet pt format rules, added design notes. Simpler, strategic, area move, solitaire game of East front, 41-45 at army level. Good game. D.Alexander, B.Gibbs'01										
<b>Ranger 4.1 BUNDLE</b>		107163		\$74.95	New	BC				2 1
Bundle of the latest edition of Ranger game plus Sierra/Victor expansion kit plus Actions at the Objective CD-ROM, all v4.1. This longstanding & popular game is a solitaire (only) game of planning & executing squad or platoon level (and above) special ops by US Rangers, Seals, etc. Includes recon, ambush & raid mission types, and a tactical events booklet w/ 600 possible events. All components are professionally printed. B.Gibbs'11										
<b>War to the Death, 1st</b>		10860		\$29.00	Mint	FB	OoP			6
Includes #10861, 2nd Ed Update Kit w/ new rules, charts, scenarios, map--everything but counters & box. Box cover concave w/ creases; components cherry. ■ Box cover concave. Strat lvl gm of Napoleon's Iberian Peninsula campaign, 1810-13. Area move on ugly map. Well designed by author of book on subject. D.Alexander'86										
<b>Omega Gms PAPER WARS Mag</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Paper Wars Magazine MASTER INDEX #1-50</b>		89604		\$6.00	Excell	n	OoP			Z
Index to all the articles in issues #1-50, listed by issue# with title and author.										

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surcharge Flag	General	Box	Out-of	Errata	Game #-of
Specific Condition, Subject, Designer, Year	Only? Part# Publisher Name	Price EA		Conditn	Type	Print?	Incl?	Scale Plyrs
<b>One Small Step</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
<b>Ancients: Thapsos &amp; Alexandria</b> 2 stand-alone gms using popular Ancients system w/ historical maps & units. Thapsos is a land btl, Alexandria is a naval btl during siege. Repackaged in a flat 8.5x11" folio. B.Banks'03	81727	\$9.00		New	Fo	OoP		3
<b>Bombs Away! Air War Over Europe</b> Sml card gm of air war over Germany late in WW2. Also includes new map for Ancients. M.Anderson'97	83488	\$10.00		New	n	OoP		6
<b>Chicken of the Sea</b> Sml game of naval combat between oar-powered gallees in the 1st Punic War. '94	83489	\$8.00		New	n			1
<b>Crisis 2000, Insurrection in the US</b> Area-based, sml game of survivalist rebellion in the 21st century. J.Miranda'94	82575	\$9.00		New	n	OoP		8
<b>Crossbones</b> Game of pirateering ship-ship combat & trading for 2+ players. M.Anderson'02	82172	\$11.00		New	n	OoP		1 M
<b>Foxhole</b> Our last copy. ■ Simple, fast playing game of low level tactical combat from the first few years of WW2 in the east w/ 6 scenarios. J.Compton'04	84611	\$12.00		New	zl	OoP		1
<b>Main Event Wrestling</b> Simpler card game of pro wrestling for 2+ players. Compete in matches, winner of most matches wins the game. Colorful cards & a few counters, all of which must be cut apart. '01	103813	\$10.00		New	zl			1 M
<b>Millennium Wars: Korea</b> Game using the MW system to depict a hot war between northern & southern Korea, supported by their allies, China & the US. The technological advantage of the US must be leveraged to offset the enormous numerical superiority of the north. W/ 140 counters & 1 map. J.Miranda'03	90459	\$12.50		New	SB	OoP		6
<b>Rebel Yell, 1st [ziplocked]</b> Ziplocked. Lo lvl tac combat during Am Civ War w/ many scenarios. Each impulse a player to do one and only one thing. Game includes formation, volleys, leaders, morale and the regimental flag, plus cav & artil rules. Includes scenarios from many of the famous battles: 2nd Bul Run, 7 Days, Wilderness, Cemetery Hill. 6 geomorphic maps plus a historical map of Newtonia, 1120 counters. R.Dengel'95	81729	\$23.00		New	zl	OoP		2
<b>One Small Step COMP EDGE</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
<b>Cybernaut, Duel for Cyberspace #11</b> Cherry. ■ Mag & game. StatQuo, a worldwide government ala NWO, is challenged by hackers-Cybernauts- or control of the Net. Counters must be cut apart (& optionally mounted). Conflict occurs in both the real & virtual world. J.Miranda'96 / ARTICLES ON: Industry news including game conventions, new map & 2 scenarios for Ancients.	91071	\$15.00		Mint	n	OoP		A
<b>Hatfields &amp; McCoys / Wrestling #13</b> Mag game wrinkled; others mint. ■ Mag + Game. Mag & 2 games; mag cover has slight moisture warping. W/extensive errata & additional options for Der Kessel. Two games: HATFIELDS & McCOYS is a humorous, tactical level game of the legendary hillbilly feud between 2 families. More cute than serious. M.Anderson'98 / MAIN EVENT WRESTLING is a rather elaborate card game for 2+ players poking fun at the whole wrestling thing. J.Langford, M.Anderson'98	41373	\$13.00		Mint	n	OoP		1 M
<b>Operation Studies Group</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
<b>20th Maine</b> Rules highlighted in yellow. Counter corners neatly trimmed. ■ Sml co lvl gm of determined 3-rgt Confed attack against southern end of Union line at Little Round Top, defended by 20th Maine, on 2nd day of Gettysburg. Later reprinted as Little Round Top by AH. L.Millman'79	84335	\$17.00		V.Good	zl	OoP		2
<b>Arcola</b> Complete. ■ Highlight of Napoleon's Italian campaign, Nov. 1796, using Zucker's Napoleonic system. Napoleon uses interior lines to prevent two Austrian forces from uniting & defeating each in detail. 100 counters, brigade level. K.Zucker, T.Walczyk'79	87286	\$17.00		Excell	zl	OoP		4
<b>Devil's Den, 1st</b> Some sun fading to 2 side edges & margins of box cover. ■ Longstreet's attack against the Union's position at Devil's Den & Little Round Top on 2nd day of Gettysburg. 2 scenarios plus day long scenario. D.Martin, L.Millman'80	1500	\$44.00		Mint	BC	OoP		2
<b>Wargame Design (OSG) #1</b> Premier issue with mostly pre-publication preview content: Napoleon at Leipzig 1st, Dark December, Rommel & Tunisia; plus Zucker's grand plan for 7 Napoleonic series games (most of which have indeed been published since).	41676	\$8.00		Excell	n	OoP		Z
<b>Wargame Design (OSG) #8</b>	69929	\$5.00		Mint	n	OoP		Z
<b>Osprey Military Books</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
<b>A World Aflame Miniatures Rules</b> Miniatures rules set covering the various smaller wars occurring between WWI & WWII. Designed as a fun & fast minis game to handle the diverse conflicts of the 21 year period: Chinese Civil War, Irish War of Independence, Russian & Spanish Civil Wars. '12	98441	\$14.00		New	Bk			3
<b>Dux Bellorum, Arthurian Wargame Rules</b> Miniatures rules set covering the early Medieval period in Britain, their dark ages of 367-763AD. Intended for grand tactical games with each mini=50men. Forces can be Roman, Roman-allied Brits, Welsh, Saxons, Picts, Irish or raiders. '12	101833	\$14.00		New	Bk			4
<b>Osprey Books: CATALOG</b> Jan-June 2014 catalog. ■ FREE with any order, while supplies last. Most recent edition of Osprey catalog of their entire military history book line.	104699	CALL		New	Bk			Z
<b>Osprey Military Journal #1</b> 32pg mag previewing the content of future issues of this quarterly as well as featuring the type of material found in Osprey's books. '99	89673	\$2.50		Mint	n	OoP		Z
<b>Pacific Rim CntrAtk Mag</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
<b>Drive on Frankfurt #1</b> Mag & game. Good game of a Soviet drive on Frankfurt via Fulda Gap shortly after the outbreak of World War 3 in Europe. Similar to Next War, game envisions a very fluid, non-linear battlefield in which air & ground operations are integrated & violent, and the Soviets are on the move toward the Rhine. Includes the possibility of chemical & nuclear weapons, & electronic warfare. Bth/rgt lv. J.Southard'87 / ARTICLES ON: Modern battle doctrine; The Bundeswehr, Germany army; Units of the Drive on Frankfurt (ToOE); Soviet Conventional Combat Philosophy; conjectured War of German Reunification.	67581	\$20.00		Mint	n	OoP		4
<b>Korea '95 #4 / Korea 2005 #4.1 Set</b> Mag & Game. Renewed hostilities in Korea, mid-90s. Good bloody game that well covers the nature of possible renewed hostilities in Korea. C.Kamps'92 / Update kit for Korea '95 published in Counterattack #4 in '93. Kit to update game system to the 2004 & future political environment. Adds 20 counters, OoB folio, and 6 scenarios including Rumsfeld's wet dream and NK's efforts to preempt this (having learned a lesson from Iraq). HC.Meyer III'04	101002	\$26.00		New	n			6
<b>Lee Invades the North #2</b> Mag & game. Strategic scale coverage of the Confederate offensives in the East as RE Lee leads the Confederates into the North, Sept 1862 & summer 1863. Focuses on command control and following a strategic plan. 200 counters, div/corp level, 2days/turn, 2mi/hex. R.Markham, M.Seaman'87 / ARTICLES ON: Lee's First Offensive, Maryland Campaign of 1862; Lee's Second Invasion, Summer 1863; naval war in the Mediterranean, 1940-3; Malta, the Critical Factor; Drive on Frankfurt errata.	90108	\$19.00		New	n	OoP		6
<b>Pacific Rim GRENADIER Mag</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
<b>No Pasaran! #27</b> w/Grenadier Mag #27. Mag cover & page edges moisture warped. Several pages discolored & mildly moisture warped including 2 countersheet pages. Damage is mild. ■ w/Grenadier Mag #27. Kit to play out the Spanish Civil War using the GDW/GRD Europa game system on Spain & Portugal maps (and requires the latter).	96724	\$15.00		V.Good	n	OoP	Err	4
<b>Pacific Rim JustPlainWoms</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
<b>48th Panzer Korps 2nd</b> Reprint of this popular, long out of print game of the 6-day slugfest in the Chir River Basin as 48th defends corridor to Stalingrad & Caucasus, Dec'42. 200 counters. J.Soldak'06	96206	\$25.00		New	zl			4
<b>Balkan Storm</b> Simpler div lvl gm of 3rd WW begun in E.Europe & Balkans. Aggressor player attempts to recruit support among nations to upset the status quo enforced by powerful western nations. T.Honsa'95	106441	\$12.50		New	n			4
<b>Bastogne, Crossroads of Death</b> Sml gm of German drive on Bastogne & Patton's counterstroke. 2 scenarios & campaign. J.Meldrum '91	98412	\$15.00		New	n	Going		4



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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surcharge	General	Box	Out-of	Errata	Game #-		
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale	Plyrs
See page 1 for an explanation of the various codes & column data used in this catalog.										
<b>Black Sea Fleet, 1914-18</b>		96703		\$12.50	New	n				4
Naval combat in the Black Sea during WW-I between Russia, Turkey & Austro-Hungary. Played in 13 scenarios. 100 counters & an 11x17 map. Uses a system that preceded the Great War at Sea series by the same designer. M Bennighof'91										
<b>Blood &amp; Iron 2nd</b>		104416		\$32.00	New	HC				6
6 scenario gm of the 4 wars Bismarck used to craft a united Germany, 1859-70. Includes Franco-Prussian War of 1870 as well as 3 other wars. W/simple intro scenario. Mod complex, op-strat lvl. 2nd ed updated the rules. M Bennighof'93										
<b>Chosin 2nd</b>		103220		\$25.00	New	HC				3
Grand tactical gm of the Chinese assaults on the surprised Marines near Chosin Resevior, Nov'50. American firepower surpresses things during the day, but the Chinese rule the night. The US forces must retreat in good order during the day, establishing a solid defense before nightfall, day after day. 1 map, 300 counters. 440m/hex, 8hrs/impulse. Lengthy game. T.Carlson'04										
<b>Counter Sheets, 1/2" Color Printed (6)</b>		104651		\$10.00	New	Fo				Z
1/2" counters with std NATO symbols. 200ea of 6 counter sheets in common counter colors (blue, field gray, khaki, olive drab, red & white).										
<b>Counter Sheets, 5/8" Blank (6) White</b>		106443		\$15.00	New	n				Z
6 sheets of blank, white 5/8" counters (1152 total). White on both sides. '11										
<b>Demyansk Pocket</b>		104655		\$12.50	New	n	Going			4
Sml gm of Soviet Dec 41-Jan 42 offensive that failed to destroy pocketed Germans S of Leningrad. J Meldrum '91										
<b>Iron Tide, Panzers in the Ardennes [zl]</b>		104654		\$35.00	New	zl				4
Ziplocked version. Game of the Battle of the Bulge, using a variant of the Op Typhoon game system (with chits being picked for unit combat values). Colorful, pleasing components. 1 map, 700 counters, 12pgs of rules, 2 scenarios plus campaign game. N.Kilgore'03										
<b>Kestenga</b>		106444		\$12.50	New	n				4
Small game of the 3 Axis attempts in '42 to cut the Murmansk RR near Kestenga. M.Bennighof'93										
<b>Last Elephant Offensive, Sangshak, '44</b>		104424		\$12.50	New	n				2
Initial btl of Jap.'s Mar'44 U-GO offensive into India. 50th Indian Para delays large Jap. force as it crosses the map. Co lvl. B.Knipple'91										
<b>Salla 1941, Fight to the Finnish</b>		102300		\$14.00	New	n				4
3 div Axis offensive at neck of Kuralia Peninsula attempting to isolate Murmansk. Btlm lvl. Unique move system & subject matter. Good game. M Bennighof'91										
<b>Taman '42</b>		104921		\$12.50	New	n				4
Aug 1942 drive by the Rumanian Cav Corp to clear the Taman peninsula, the Axis right flank of AG South at the east end of Kerch Straits. Btlm lvl, using the Salla system of alternating divisional activation. M.Bennighof'93										
<b>Troina '43</b>		106445		\$12.50	New	n				4
Reinforced US 1st Inf attempts to boot German 15th PG in NE Sicily, Aug'43, in one of the bloodiest btls in Sicily. A plain game w/ a good simple engine. B.Knipple'93										
<b>Vimy Ridge 1st</b>		93072		\$20.00	New	zl				3
Smaller, btlm/company level game of the Canadian's assault on Vimy Ridge in Spring 1917. Allies must plan a rolling barrage & exploit it with their troops to avoid slaughter, while the Germans must catch the exposed attackers to avoid a breakout into the open fields beyond the ridge. 200 die-cut counters, full-size map. K.Anderson'00										
<b>Panther Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Warlords, China in Disarray 1916-1950</b>		97481		\$35.00	Mint	BC	OoP			6 7
Box cover has some nearly invisible squiggle indentations where box was used as a firm surface to get an ink pen to write; no writing, just a lot of indentations. ■ Cherry. 3-7 player, multi-scenario game of in-fighting in China during the early portion of 1900s & also around the time of WW2. Simple, clean fun. Excell production values. D.O'Connor,S.Barnes,P.Wycle'86										
<b>Panzerfaust/Campaign MAG</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Invasion of Sicily</b>		104391		\$30.00	Mint	n	OoP			4
Early, simpler game with good game flow & strategy covering the battle for Sicily during the summer of 1943. Includes paper counters that must be mounted & cut apart, and a paper map in 4 sections. H.Totten'72										
<b>Stalingrad: Strategy Booklet</b>		104326		\$35.00	Excell	Bk	OoP			6
Btm corner of cover has sml tear, repaired. ■ 66pg mimeographed (dittoed) booklet containing many excellent strategy & tactics articles reprinted from a number of other mags about this early classic, more words that you thought could be said, yet they are said well. Includes articles on winning strategies, best plans, & a variant. '72										
<b>Paper Wars</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Paper Wars Magazine #15</b>		106544		\$10.00	Mint	n	OoP			Z
<b>Wargame Collector's Journal # 3</b>		3829		\$10.00	Mint	n	OoP			Z
Game review mag that evolved into Paper Wars magazine. '91										
<b>Wargame Collector's Journal # 4</b>		106538		\$10.00	Mint	n	OoP			Z
Game review mag that evolved into Paper Wars magazine.										
<b>Wargame Collector's Journal # 5</b>		106539		\$10.00	Mint	n	OoP			Z
Game review mag that evolved into Paper Wars magazine.										
<b>Wargame Collector's Journal # 6</b>		106540		\$10.00	Mint	n	OoP			Z
Game review mag that evolved into Paper Wars magazine.										
<b>Wargame Collector's Journal # 7</b>		106541		\$10.00	Mint	n	OoP			Z
Game review mag that evolved into Paper Wars magazine.										
<b>Wargame Collector's Journal # 8</b>		106542		\$10.00	Mint	n	OoP			Z
<b>Wargame Collector's Journal # 8</b>		106543		\$10.00	Mint	n	OoP			Z
<b>Parker Brothers</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Uno</b>		1567		\$4.00	Excell	SB	OoP			A
Fun, classic & simple multiplayer card game.										
<b>Peoples' Wargames</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Gazala 1942, the Clash of Armor</b>		1588		\$75.00	Mint	FB	OoP			2
Cherry. ■ Op lvl game of Gazala battles of mid-'42 before Tobruk with focus on unit integrity, logistics & intelligence. D.Bolt'83										
<b>Korsun Pocket, Stalingrad on the Dnepr</b>		106083		\$299.00	Mint	zl	OoP			4
Countersheet 1 die cut slightly askew, causing leftmost unit values (attack factor & unit ID) for ~3 German units to be printed on edge of counter; values evident. Otherws very clean & complete. ■ Offset die-cutting that clipped portions of some unit values were common on varying countersheets of this game. RECOMMENDED, highly detailed, 8 scenario, regt level game of the bitterly fought, Dec. 1943-Feb 1944 Soviet offensive that trapped & eventually eliminated several German divisions within the Korsun Pocket. Large game & a labor of love. J.Radey'79										
<b>Perry Moore</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>200 Miles from Moscow, 1919</b>		86252		\$15.00	New	Fo	OoP			4
DTP game of the lunge for Moscow by the White Army during the Russian Revolution. The White Army must cover 200 miles in the late fall, overcoming vastly superior numbers of Red army defenders thru use of its superior weapons including MkV Whippet tanks, air support, & leadership. Game covers the Red Army's stand in front of Orel, Oct.1919. Co-Btl-Rgt-Brig level, "4-5mi"/hex, 1day/turn. P.Moore'05										
<b>Angelschlact, Vital Ground 2nd</b>		81664		\$15.00	New	Fo	OoP			4
Revision & upgrade of this game of a critical counterattack by elements of the 12th SS Panzer against lead elements of the Canadian 9th Brig attacking toward Caen just after D-Day. This counterattack delayed Allied progress nearly a month. P.Moore'05										
<b>Assault Across the Suez, 1915</b>		86251		\$15.00	New	Fo	OoP			3
Grand tactical level game of an attempt by two Turkish divisions to reach and destroy a portion of the Suez Canal, thus damaging a key Allied shipping path. Includes 270 counters that must be mounted & cut apart. P.Moore'02										
<b>Blood &amp; Vengeance, Battle of Ulus-Kert</b>		75744		\$15.00	New	Fo	OoP			2

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Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print? Incl? Scale Plyrs
A DTP game of a bitter battle in March 2000 between a 90-man Russian paratroop company attempting to block the escape thru a narrow gorge of thousands of Chechnyan freedom fighters disengaging from a larger battle. Sqd/platoon level, 160 counters, 1 map. P.Moore'06							
<b>Born to Battle</b>		78943		\$25.00	Mint	zl	OoP 4
Set of 3 games previously published separately, each on more recent Arab-Israeli Wars: Op Shock Troop 1st, the Israeli counterattack in the Golan 1973; Op Dovecot, the Israeli counterattack near the Suez Canal & into Egypt; and Peace for Galilee, a grossly misnamed game of the Israeli invasion of Lebanon in 1982 that bogged down with overreach & urban fighting. Each game is separate, and while large each is produced to basic Desktop Publishing standards, with b&w map, PC printed rules & counters that are mounted but must be cut apart for play. Moore's games are not none for careful proofreading nor playtesting. P.Moore							
<b>Breakthrough at Gemehalo, Feb. 1990</b>		75044		\$15.00	New	Fo	OoP 3
Grand tactical level game of an assault by 10,000 Ethiopian troops against the Eritrean-held Mt Gemehalo fortress on 23 Feb'99. Success would break the Eritrean defenses; failure might break the Ethiopian will. 1hr/turn, 400yd/hex. 280 counters that must be cut apart. P.Moore'06							
<b>Destruction of the Greek Asia Minor Army</b>		86244		\$18.00	New	Fo	OoP 4
DTP game of the decisive battle of the post-WWI war between Greece & Turkey, as Turkey defeated the Greek invading force and ended the threat to its remaining national integrity. 280 paper counters that must be mounted & cut apart, 11x17 map, 12hrs/turn, btn level, 2 scenarios. P.Moore'05							
<b>Dvina River Offensive, August 1919</b>		74370		\$21.00	New	Fo	OoP 3
DTP game of the final, desultory British attack on Red Russian forces in Aug.1919 before they withdrew from the Russian Civil War. Includes operational level ground combat, naval action with monitors & gunboats, and air combat. Two shores of the Dvina river split the battle into two separate, unopposing areas. Brits have powerful gunboats but a low river level limits their use. The Brits have bombers, but the Reds have a few good fighters. Ground forces are a mixed bag. 750yd/hex on one map, platoon level. 280 unit & 280 marker counters that must be mounted & cut apart; 2 11x17 maps. P.Moore'06							
<b>Guderian's Last Gamble, Sonnedwende 1945</b>		79096		\$15.00	New	n	OoP 4
DTP game covering the last German offensive of WW2, Operation Solstice in Feb.'45, as the German 11th Pzr Army with its 300 AFV relieved a force trapped at Arnswalde. 250 paper counters that must be mounted & cut apart. P.Moore'06							
<b>Kursk in Normandy 1944, Op Goodwood</b>		86248		\$22.00	New	n	OoP 3
Grand tactical level game of Operation Goodwood, Monty's idea to break thru the 1st Pzr thru brute strength. 850 British tanks lead the assault which gained 7 miles toward Caen at the expense of 350 tanks & most of 2 armored divisions. 3hr/turn, 500yd/hex, 500 counters that must be mounted & cut apart. '06							
<b>Last Blitzkrieg, Peace for Galilee 1982</b>		82173		\$23.00	New	Fo	OoP 4
Operational level game of the Israeli invasion of Lebanon in 1982 spearheaded by its crack armored forces. 280 counters that must be mounted & cut apart, 3 11x17 maps. 1.5mi/hex, 12hr/turn. P.Moore'06							
<b>One Bold Move, Battle for Tay Ninh 1968</b>		77036		\$21.00	New	Fo	OoP 4
First division level NVA offensive after the Tet Offensive earlier in 1968. 2 NVA divisions attempt to infiltrate and destroy regional US HQs under the cover of the August monsoons. A 10-day battle resulted in a bloody nose for the NVA but exhausted the US forces involved. 2 maps, 280 counters that must be mounted & cut apart. P.Moore'06							
<b>Operation Eisbar, Prelude to Leros 1943</b>		86247		\$15.00	New	Fo	OoP 4
DTP game of the invasion prior to that on Leros in the Mediterranean, 1943, as the Germans attempt to wrest the island of Kos from the British to secure its airfield and port. The Germans must destroy the 3 spitfire squadrons on the island before invading by air & sea. The Brits can play havoc with their naval forces & randomly appearing air forces. Pltn/co level, 280 paper counters that must be mounted & cut apart. 800yd/hex, 4hrs/turn, Colpltn level. P.Moore'05							
<b>Slim River, Malaysia 1942</b>		78016		\$15.00	New	Fo	OoP 2
Small, DTP game of the Japanese armored blitz thru several lines including the Slim River manned by various British units. Uses event cards for activation, discovering unknown bypass roads which the Japanese exploited successfully. 350y/hex, platoon level, individ tanks/weapons, 30min turn. 280 color counters on paper that must be mounted & cut apart, 11x17 map with some colorful if inept graphics. P.Moore'05							
<b>SonderKommandoJunck 1941</b>		84614		\$18.00	New	Fo	OoP 3
Small, DTP game of an obscure but interesting situation. The Brits have violated a treaty by entering Arab-controlled Iraq; the Arabs in power regard this as an act of war & invite the Germans to come visit. The Italians & Germans send small air detachments & could have sent more. Play proceeds with players planning their turn & commitments, then simultaneously acting on them. P.Moore'06							
<b>SS Abyss, Hungary 1945 1st</b>		86243		\$17.50	New	Fo	OoP 4
Game of the final TWO German offensives in the east. First is the attempt by the remains of the 6th Panzer Army to relieve Budapest and then protect the Hungarian oil fields in Jan'45. A second German offensive in Spring'45 saw a refitted 6th SS Pzr Army (now with 80k troops & 300 tanks including lots of Pzr V & VI) attack alert & dug in Soviets. Includes 2 11x17 maps, 280 counters that must be mounted & cut apart. P.Moore'06							
<b>White Steel, Red Blood, Deniken's Drive</b>		75737		\$18.00	New	Fo	OoP 4
Operational level game of the White Russian Volunteer army, armed with British tanks & bombers, as it advanced on Kharkov towards Moscow. Created a dynamic front, and was the first time the Reds faced tanks w/ air support. 180 counters depicting in detailed relief the various weapons used; counters must be mounted & cut apart. 6-7mi/hex, brig level. P.Moore'06							
<b>Phoenix Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime							
<b>Alien Contact</b>		103630		\$29.00	New	FB	OoP 9 6
NOTE: Game is new & shrinkwrapped, but 1 lengthwise btm side, & part of a shorter side, is concaved & creased. Couple of minor creases on box cover. ■ Modest complexity 2-6 player game of galactic expansion & diplomacy. Includes resource & economics. 352 counters, mounted map, modest complexity.. Lombardy'83							
<b>Chickamauga, River of Death</b>		93557		\$40.00	Mint	FB	OoP Err 4
Mounted board has mild wavy warps to 2 panels; no impact but not perfectly flat. ■ A 5-division Confed attack pierces Union lines in Tennessee, Spt 1863, catching Rosencran's Union forces widely dispersed in northern Georgia. Uses High Tide system. 250yd/hex, 1hr/turn, brigade level with step reduction, 352 counters, 5 scenarios. J.Southard'83							
<b>Streets of Stalingrad</b>		95793		\$250.00 **	V.Good	FB **	OoP Err 2
Substantially complete & in great shape overall: missing 6 units & 5 markers. OoB summary from Fire & Movement included along with errata making sense of mass of units. 1 of 2 identical rules booklets, & adv rules booklet, highlighted in yellow w/ some penciled annotations. Pinholes at btm fold of each of 2 player aid cards. Box cover signed by designer with some scuffs & minor sun fading; corners intact. Adhesive unit labels not included. ■ HIGHLY RECOMMENDED labor of love covering the bitter battle in & for Stalingrad at company level. Uses a rather simple & elegant combat system that allows for the scads of units involved, most being cannon fodder. First of 3 versions of the game. Includes 12 scenarios (including campaigns) of 9-55 turns, 2 maps, 1920 counters. A complete OoB was published in F&M mag. D.Lombardy'79							
<b>Prism Games (aka TimJlm)</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime							
<b>Suzerain</b>		78695		\$20.00	New	HC	OoP A 6
Card game of medieval empire building. Groom a royal heir by recruiting serfs, knights & nobles, expanding lands, attacking rivals, and intermarrying. Simple & fast card game for 2-6 players. '93							
<b>Quarterdeck Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime							
<b>Incredible Victory, Battle of Midway</b>		1597		\$49.00	Mint	BC	OoP Err 2
Cherry. ■ Some scuffs on box. Detailed tac/op lvl, air & naval game of the battle of Midway. Good search & air operations system, w/ detailed aircraft management & tactical combat systems. 40mi/hex, 2hr/turn. P.Bertram'86							
<b>Queen Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime							
<b>German Railways</b>		98888		\$30.00 **	New	LB **	OoP 6 5
First game in the intended Iron Horse game series. 3-5 Players try to take any of 8 German regional railways in the 18th century & guide it to greatness, along with helping to unify Germany itself. Fast playing. H.Wu'11							
<b>R. Pippus</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime							
<b>Napoleon at Borodino</b>		41380		\$28.00	Excell	n	OoP 4
Small, simple, amateurish game of the battle of Borodino, 1812, at div lvl. Designed for competitive convention or tourney play. DTP quality components. D.Pippus.							
<b>Ragner Brothers.</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime							
<b>Angola</b>		1615		\$199.00	Mint	HC	OoP Err 6 4
Cherry. ■ 1-4 player, 2 sided game of the key 10 months of the Angolan civil war, 1975-6, before the end of S.African involvement). Wild & wooly game, with an emphasis on the global political consequences of battles & players' actions as the key to victory is the availability of sophisticated weapons & outside mercenaries. P.Kendall'88							
<b>Rand Game Associates</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime							
<b>Hitler's Last Gamble: Btl of the Bulge</b>		106945		\$29.00	Mint	BC	OoP 2
Missing 1 unit; ID included & apparent. Packaged in a Rand Command Series II BC box. ■ --							
<b>Vicksburg, War for the West</b>		107196		\$75.00	Mint	HC	OoP 4
Very clean ■ 4 scenario & 2 campaign gms. Strat lvl gm of Union drive to control Mississippi River from IL to Baton Rouge. A.Nofi'75							
<b>Von Manstein, Btls for the Ukraine'41-44</b>		107197		\$35.00	Mint	HC	OoP 4

Email us anytime at M.Dean@FineGames.com, phone 541-756-4711 between 10am-9pm PST, FAX (702) 926-5205, or write 2078 Madrona St., North Bend OR 97459-2143 USA.

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surcharge Flag	General	Box	Out-of	Errata	Game #-of
Specific Condition, Subject, Designer, Year	Only? Part# Publisher Name	Price EA		Conditn	Type	Print?	Incl?	Scale Plyrs
Predicessor of Panzerkrieg game. Multi-scenario game of the wild battles in the Ukraine & Caucauses, 1942-4. '75								
<b>Wellington in the Peninsula, 1808-14</b>	107189	\$74.00		Mint	HC	OoP		6
Strategic level, area-move game of Napoleon's entire war in Iberian peninsula, May 1808-Apr 1814. 9 scenarios & campaign game. Provides a good game, perhaps the best from Rand. 200 counters, 1mo/turnV.Cumbo, A.Nofi, J.Prados'75								
<b>Raymond Game Co.</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
<b>Fortress Rhodesia</b>	22687	\$45.00		Excell	n	OoP	Err	4
Name scrawled on cover sheet & rules cover. ■ Amateur production of a small game on the fall of white Rhodesia in late 70s. BtlN lvl on a sml map of all of Rhodesia. M.Raymond'77								
<b>Research Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
<b>Major Battles &amp; Campaigns of Gen Patton</b>	41348	\$25.00		Excell	FB	OoP		A
Box btm scratched & mildly creased, w/ some edge wear. ■ Box btm scratched & mildly creased. Simple game of maneuver & dice depicting Sicily, the Normandy Breakout, and the relief of Bastogne. Decent beginners' game but something less than a full wargame. Area move. '73								
<b>Revistas Profesionales</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
<b>With a Hundred Gun Broadside # 22</b>	103000	\$25.00		New	n	OoP		1
Mag & all rules printed in Spanish; English rules translation included & also available as download from Grognard.com. ■ W/66pg Spanish-language Wargames Soldados y Estrategia (Wargames Soldiers & Strategy) mag & game. Game covers tactical naval combat in the age of sail, 1750-1830, with 4 scenarios given (including Trafalgar actual & hypothetical). Includes 468 counters printed on thick stock that must be optionally mounted but certainly cut apart. Mag & all rules printed in Spanish; English rules translation included & also available as download from Grognard.com. Mag tends to focus on miniatures with a nod to wargames. / ARTICLES ON: Colonial forces in German East Africa in WWI; Naval Combat in the Ave of Sail & Napoleon; Bibliography of books on Trafalgar; miniatures oriented details of ships in the Age of Sail; creating minatures buildings of Japanese construction.								
<b>Revolution Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
<b>Celles, the Ardennes, 23-27 Dec 1944</b>	104780	\$25.00		New	zl			4
First game in the Battle of the Bulge series using a chit activation system, and set at the high water mark of the German Bulge offensive, 23-26 Dec 1944. The Germans must make a desperate lunge for the Meuse while the Allies both try to blunt those moves & prepare for their own counteroffensive aimed at destroying the overextended panzers. Each sides' units are activated by chit draws which makes every game different & exciting. 1mi/hex, 12hrs/turn, 88 counters. Errata & French translated rules avail online. R.Miller'14								
<b>Gazala, the Cauldron</b>	105966	\$28.00		New	zl			3
Game of the battle of Gazala around Tobruk in May-June 1942 that ended in a telling Axis victory. Units are activated by a chit pull, making each game unique; number of chit pulls are influenced by supply situation. Units are reduced in strength after movement, making counter-attacks a key tactic. 168 counters. R.Miller'14								
<b>Operation Battleaxe, Wavell vs. Rommel</b>	105965	\$25.00		New	zl			3
Game of the June 1941 Allied offensive aimed at relieving Tobruk & destroying Rommel's Afrika Korp. German forces are in well-prepared defensive positions, with the panzers to the rear. Uses an area-move map, and variable impulses. Each side has distinct advantages that must be fully exploited to win. 88 counters. M.Rinella'14								
<b>Rio Grande Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
<b>Rails of New England</b>	98890	\$38.00	**	New	LB	**	OoP	6 5
2-5 player game of developing a player's assets (businesses & RR assets) in the New England area of the US in the 1800s to make profits. Special historical & economic events sway the game as players develop cargo, passenger & mail routes & receive subsidies from the states. Player with the most \$ at the end winds. W.Hunt, G.Pozerski'10								
<b>Robert Williams</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
<b>Warlord Game</b>	41641	\$90.00		Mint	FB	OoP	Err	6 6
Resource markers slightly misaligned, causing all 40 wheat markers to have resource name (not symbols) to be partially cut off without any real effect. 3" seam tear repaired. ■ Simpler 2-6 player game of medieval conflict as local fiefdoms seek to expand & gain dominance. Map depicts hypothetical area of Europe w/ 30-some fiefdoms. Includes economics & production in simple form, w/ terrain building & many historical unit types. Errata essential to game & included. Interesting multiplayer game w/ workable mechanics but underdeveloped rules. R.Williams'77								
<b>Scale Creep Miniatures</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
<b>Starship! 3D Miniatures Space Combat</b>	106306	\$25.00		New	Bk	OoP		1
Miniatures rules set providing action-packed ship-ship combat with lasers, torpedos, fighters & battleships in 3D. Ships classed 1-5, with many different weapons. Elevation handled as 6 levels. Fast playing. '10								
<b>Schroeder Publ &amp; Wargamng</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
<b>Der Weltkrieg, Brusilov Offnsv &amp; Gorlice</b>	94543	\$45.00		New	HC	OoP		6
Fourth entry in the Der Weltkrieg series of simpler, op/strategic games on WW1. This is a kit requiring both Tannenberg/Galacia & Serbia/Romania. Covers the Summer 1916 Brusilov offensive in which the Russians near break the Austro-Hungarians all along their lines; and the Gorlice-Tarnow breakthru of May 1915 in which the Germans capture Galicia & then Poland. 20km/hex, 4day/turn, brig/div level, 560 counters, 2 maps. '01								
<b>Der Weltkrieg, Eastern Front</b>	106018	\$90.00		New	BC			6
Update & reprint of all the 6 games (previously in 3 packages) covering the Eastern Fronts. Includes six separate games: Tannenberg, Galicia, Serbia, Gorlic-Tarnow, Brusilov & Transylvanian Gambit. 20km/hex, 4days/turn, brig/div level. 1680 counters, 4 full & 2 half maps. D.Schroeder'13								
<b>Der Weltkrieg, Italian Front 1915-18 2nd</b>	106718	\$39.00		New	BC			6
Reprint of this fifth in the Der Weltkrieg series of simpler, operational/strategic lvl gms of wars in Europe at brig/div lvl. This package contains 5 scenarios covering the war on the Italian front: 1st Isonzo (May'15), Straf Expedition (May'16), 10th Isonzo (May'17), Caporote (Oct'17), Albrecht & Radetsky (June'18). Includes 1 map, 560 counters. Can be linked with other games in the series. D.Schroeder'13								
<b>Der Weltkrieg, Ottoman Fronts</b>	94544	\$65.00		New	BC	OoP		6
1st edition. ■ 1st edition of this game. 7th game in the Der Weltkrieg series of simpler, op/strategic games on WW1 battles & campaigns. This edition is essentially 5 games all covering the various fronts of the Ottoman Empire in WW1: the Caucasus 1914-7; the Suez 1915-8; Mesopotamia 1914-8; Gallipoli 1915; Greece 1915-8. 20km/hex, 4days/turn, brig/div level, 840 counters, 4 maps. '09								
<b>Der Weltkrieg, Ottoman Fronts 2nd</b>	102469	\$58.00		New	BC			6
Update of this 7th game in the Der Weltkrieg series of simpler, op/strategic games on WW1 battles & campaigns. This edition is essentially 5 games all covering the various fronts of the Ottoman Empire in WW1: the Caucasus 1914-7; the Suez 1915-8; Mesopotamia 1914-8; Gallipoli 1915; Greece 1915-8. 20km/hex, 4days/turn, brig/div level, 840 counters, 4 maps. D.Schroeder'13								
<b>Der Weltkrieg, Western Front</b>	94545	\$70.00		New	BC	OoP		6
2005 1st edition. ■ Revision & expansion of the first of the Der Weltkrieg series, Schlieffen Plan, now covering all 4 years of the War on the Western Front. Simpler, operational/strategic lvl gms of wars in Europe at brig/div lvl. Colorful tho a bit stylized graphically. 6 yearly scenarios, 1680 counters. D.Schroeder '05								
<b>Der Weltkrieg, Western Front 2nd</b>	107144	\$50.00		New	BC			6
2013 2nd edition. ■ Reprint or update of the Der Weltkrieg series games that covered WWI on the War on the Western Front. Simpler, operational/strategic lvl gms of wars in Europe at brig/div lvl. Includes 6 scenarios, 1 map, 1680 counter. Colorful tho a bit stylized graphically. D.Schroeder '13								
<b>Schutze Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
<b>Alutians Campaign</b>	79695	\$22.00		New	Fo			4
Interesting, operational level game on a sideshow of the war in the Pacific: the Japanese capture of portions of the Alutian Islands, and the US response, June'42-Aug-43. Covers a massive expansive of frigid ocean in 2 area maps, w/ air-land-naval combat included. Includes several what-if options, and the uncertainty over the outcome of the Midway battle impacts first turn. 240 counters that must be mounted & cut apart. 1mo/turn. B.Costello'07								
<b>Allenby's Blitzkrieg, Palestine 1918 2nd</b>	100796	\$25.00		New	HC			4
Operational level game of the last & greatest cavalry offensive, in Sept.1918 in Palestine. Covers the first 2 days of that offensive which exceeded the best of the German Panzers of WWII. Brig/div level, 4mi/hex, 8hrs/turn, small map, 176 double sided die cut counters, 4mi/hex, rgt/div level. P.Schutze'12								
<b>Blood &amp; Steel Expansion</b>	60409	\$23.00		New	n	OoP		3
Stand-alone game that can be mated with B&S. Covers battles for Oboyan Hills & Rzhevets Bridgehead, July 12 1943. 0.5mi/hex, 1.5hrs/turn, rgt/div scale, 192 color counters that must be mounted & cut apart. P.Rohrbaugh'01								
<b>Breaking into Valhalla</b>	68588	\$19.50		New	n	OoP		4
Simpler game of Operations Veritable & Grenade, allied offensives that attempted to break the Westwall defenses Feb-Mar 1945. BtlN/rgt level, 1.5mi/hex, 2days/turn, w/ medium sized color map & 266 color counters that must be mounted & cut apart. '01								

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surcharge Flag	General	Box	Out-of	Errata	Game #-of	
Specific Condition Subject Designer Year	Only? Part# Publisher Name	Price EA		Conditn	Type	Print?	Incl?	Scale	Plyrs
<b>Bushido Denied</b> 1-2 player game of the campaign for control of Bataan & Corregidor in the Philippines, Jan-May '42, Col/grt scale, 1mi & 1k ft/hex, 1wk/turn. two maps, 143 color counters that must be mounted on 2 sides (dbl sided) and cut apart. '00	60412	\$20.00		New	n	OoP		4	1
<b>Czechoslovakia Defiant</b> Operational/strategic level game of the what-if had Czechoslovakia resisted German annexation militarily rather than accept the Munich Agreement in 1938. Uses the Fall of France game system. Political rules allow a broader, regional war developing as other nations are dragged into the conflict. 1 sml map, 176 counters, brig/div level, 1day/turn, 15mi/hex. P.Schutze'12	100799	\$25.00		New	HC			4	
<b>Death in the Trenches, Great War 1914-18</b> Strategic, corp/army level game of World War I thruout Europe, the Middle East, N.Africa, S.Africa, and even smaller outposts around the world. Includes a glossy map in something of the der Weltkrieg style, 308 die cut counters, 10pgs rules & 10pgs charts & tables. Play emphasizes random events thru a chit draw, and thru a number of special rules covering Russian collapse, Arab armies, Armenian army, neutrals, etc. A solid, if smaller, look at the entire world war that builds upon the structured simplicity of J.Dunnigan's World War I. 2005 Charles Robert award winner for best DTP game. R.B.Madison'05	102240	\$39.00		New	n			6	
<b>Fall of France 2nd</b> Professionally produced games w/ die cut counters. Covers the campaign for France, 1940, in which both the Germans & Allies are treated as competent armies. Corp level, 216 die cut counters. 2nd ed includes addition variants & counters. P.Schultz'11	101643	\$25.00		New	HC			4	
<b>First Strike, Nuclear Warfare 1983</b> DTP game of nuclear warfare, c1983, as a power vacuum in the USSR sets off a nuclear exchange in the Northern Hemisphere. Players strive to satisfy differing objectives for each side, keeping the other side guessing. Counters must be mounted & cut apart. B.Costello'08	102249	\$24.00		New	Fo			6	
<b>Fox's Gambit, Battle of Gazala</b> Simpler grand tactical game of the Gazala campaign before Tobruk, May 1942. Btl/nrgt/div level, 1day/turn. P.Rohrbaugh'03	82589	\$12.50		New	Fo	OoP		3	
<b>Hamel 1918 2nd</b> Update of this game of low level (col/btry) tactical combat during one of the shortest, most successful offensive in WW1 as the Australians attack the Germans in July 1918 (with the assistance of 4 American companies). In a mere 93mins, the Germans were pushed back 2km along a 6km front. W/ small color map, 264 die cut counters. 190m/hex, 10min/turn. P.Schutze'11	100804	\$25.00		New	HC			2	
<b>Illusionary Fortress, Singapore 1942</b> DTP game of the Japanese assault on the fortress island of Singapore early in 1942. 3 exhausted Japanese divisions assault the island defended by battered UK forces. Covers Singapore exclusively. 308 counters that must be mounted & cut apart. P.Schutze'08	86191	\$19.00		New	Fo			4	
<b>Illusionary Fortress, Singapore 1942 2nd</b> Boxed version of this game of the Japanese assault on the fortress island of Singapore early in 1942. 3 highly motivated but exhausted Japanese divisions at the end of a long logistical trail assault the island fortress defended by battered UK forces. Covers Singapore exclusively. 264 die cut counters, 1km/hex, Btln level, 1day/turn. Schutze'12	100805	\$25.00		New	HC			4	
<b>Kaipit</b> Tactical (sqd/pltn) level game of the Markham Valley Campaign, Sept.1943, as an Allied commando force attempts to capture the village at Kaipit, near Lae, New Guinea, and renovate the nearby airbase. Includes full solitaire rules for the Japanese forces (optional; this is a 2 player game). 88 counters, 100m/hex, 1hr/turn. P.Schutze'12	100810	\$22.00		New	HC			2	
<b>March on Rome</b> Professionally produced games w/ die cut counters. 2-4 player game set during the decline of the Roman Empire. w/ color map, counters & cards. Plays seek fame & fortune while simply trying to survive ongoing invasions, plagues & rebellions. L.Krassner & P.Schutze'02	63597	\$29.00		New	Fo			6	4
<b>Milne Bay</b> Simpler game of the battle between Australian & Japanese forces on the east end of New Guinea during late 1942 which resulted in the first clear defeat of Japanese forces on land. A scratch force of Japanese naval forces invades at what is a lightly held area (Gili Gili or Milne Bay), only to discover it defended by 2 brigades. Fast playing with only 88 counters. Multiple scenarios, Company level, 2mi/hex, 1day/turn. P.Schutze'13	102756	\$22.00		New	HC			3	
<b>Poland Crushed</b> Operation level game of the German invasion of Poland. The Germans must move quickly & decisively to defeat Poland, while the Poles seek to delay their defeat. Includes historical scenarios & many variants (including the Southern Stronghold where the army tries to hold out near its ally, Romania). 2 small maps, 264 die cut counters. P.Schutze'12	101646	\$27.00		New	HC			4	
<b>Pusan Perimeter, Fire on the Nakdong 2nd</b> Update of this relatively simple, rgt/brig level game of the N.Korean attack on a key portion of the Pusan Perimeter in Korea, Aug-Spt 1950. 7mi/hex, 3days/turn, 176 counter. Relatively simple. B.Train'13	102761	\$26.00		New	HC			4	
<b>Revanche! Btl of Dompierre, Sept 1944</b> Grand tactical level game of the German counterattack against the 2nd Free French armored div, Sept.1944 near the town of Dompierre. 0.3mi/hex, 90min/turn, col/pltn level, w/ a small map and 180 color counters that must be mounted & cut apart. '01	68581	\$17.00		New	n	OoP		3	
<b>Sands of Iwo Jima 2nd</b> Boxed version of this operational level game of the fierce battle for Iwo Jima, Feb-March 1945. Co-btln level, 3days/turn. Fairly simple rules. US goal is to eliminate all Japanese units while the Japanese seek to hold out as long as possible and cause maximum casualties. Includes 176 counters, 431m/hex, btln level, 3days/turn. B.Costello'12	101838	\$22.00		New	HC			4	
<b>Somalia, UN Humanitarian Intervention</b> Game of the UN intervention in Somalia in the early 1990s, with each side trying to achieve very different political goals. 1mo/turn, btln/brig/gang scale, 100 counters that must be mounted on 2 sides & cut apart. B.Train'01	86176	\$10.00		New	n	OoP		4	
<b>Switzerland Must be Swallowed 2nd</b> Boxed update of this game of a possible German invasion of Switzerland sometime after the summer of 1940, as well as a possible Allied invasion in 1944. The southern portion of the country was well protected by the Alps, but the Swiss themselves realized the northern half may be swiftly overrun. 264 dbl sided div level counters. 15k/hex, 3days/turn. 2nd ed adds several new scenarios plus rules tweaks. P.Schutze'07	100807	\$25.00		New	HC			3	
<b>Terror War</b> Strategic level, solitaire game focused on the western nations' attempt to suppress terrorism spawned by Al Qaeda within the constraints of the contemporary political environment. 168 counters, div level, 1"-500mi, 1yr/turn. B.Costello'12	100811	\$25.00		New	HC			6	
<b>Warplan Dropshot, Combo [2nd]</b> Professionally produced game w/ die cut counters. Game of World War 3 as if it started in either the 1960s or 1970s; scenarios include Berlin 1961, Cuban Missile Crisis 1962, Six Day War 1967, Czech Invasion 1968, Far Eastern Border War 1969, Middle East 1973, 1976 Surprise!, Iran 1979, Poland 1981, Last Gasp 1987. Very strategic army/corp level. 400km & 75km/hex, 2mo/turn. Includes nukes, of course. Sequel to earlier game of the 1950s. B.Costello'05	102255	\$60.00		New	Fo			6	
<b>Yelnya, Crushing the Salient</b> Smaller, simpler game of Zhukov's first counterattack against the Germans, Sept. 1941. Zhukov, commanding the Soviet's reserve army, finds an opportunity to attack Army Group Center after it has been stripped of it's panzers (off encircling a half-million Soviets in the Ukraine), and push the Germans back from the approaches to Moscow. 88 counters, small map. P.Schutze'12	101648	\$22.00		New	HC			4	
<b>SDC Conflict Magazine</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime									
<b>Dien Bien Phu #6</b> Complete. Bonus hex map on backside of mapboard has been drawn on. A few isolated stains. ■ GameOnly. Simpler, strategic lvl, area move game of the First Vietnamese War, the French v Viet Minh, 1950-4. Fun but on the simple side. '75	GmOnly 106502	\$22.00		Excell	n	OoP		6	
<b>France 1940 BEF Variant #5</b> Original counters & photocopy of rules from Conflict #5 that provides several possible variations for the composition of British forces during the 1940 campaign in France. Scenarios for the what-if the Brits had listened to Liddel Hart before or even during the war & beefed up British forces available for France '40 w/ a British army & air force MUCH larger.	GmOnly 67567	\$20.00		Excell	n	OoP		4	
<b>Sterra Madre Games Co.</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime									
<b>High Frontier: Colonization Kit</b> Kit adding many features to this game (either 1st or 2nd ed) including new shipes (rocket, bernal, freighter, mobile factories); more powerful thrusters; factories; sunspot cycles; expansion map, Werner's Star solitaire scenario. P.Ecklund'13	105698	\$32.00		New	HC			Z	5
<b>Luftschiff: RiesenflugzeugabteilungenKit</b> Sml kit adding the large multi-engined bombers of WW1 to Luftschiff. P.Ecklund'96	16127	\$3.00		Mint	zl	OoP		1	1
<b>Sim Design Corp (Conflict)</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime									
<b>Arab-Israeli Armor in the Yom Kippur War</b> 32pg booklet contrasting weaponry, training, organization in armored units of combatant nations of 73 Yom Kippur War. '75	103788	\$10.00		New	n	OoP		2	
<b>Jerusalem, 1st</b> Cherry mint. ■ Complete. '#9 in Pouch Series'. Wild & wooly game of 1948 battle around Jerusalem between Israelis and Arabs. Fun game on a difficult & very significant war. J.Hill '75	106964	\$45.00		Mint	zl	OoP		2	



Email us anytime at M.Dean@FineGames.com, phone 541-756-4711 between 10am-9pm PST, FAX (702) 926-5205, or write 2078 Madrona St., North Bend OR 97459-2143 USA.

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surchage	General	Box	Out-of	Errata	Game #-of		
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale	Plyrs
<b>Simulation Design Inc.</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>1862</b>		<b>6555</b>		<b>\$45.00</b>	<b>Mint</b>	HC	OoP			2
Cherry. ■ Quad game of four battles: Antietam, Murfreesboro, Seven Pines (Seven Days) & Fort Donelson. First in Btl&Leaders system, an evolution of SPI's Great Battles of the Am Civil War system. Modest complexity & relatively short playing. 400 counters, 1 map. R.Markhan'90										
<b>1862</b>		<b>107185</b>		<b>\$45.00</b>	<b>Mint</b>	HC	OoP			2
Very clean. ■ Quad game of four battles: Antietam, Murfreesboro, Seven Pines (Seven Days) & Fort Donelson. First in Btl&Leaders system, an evolution of SPI's Great Battles of the Am Civil War system. Modest complexity & relatively short playing. 400 counters, 1 map. R.Markhan'90										
<b>Guns of Cedar Creek, Middletown Oct.1864</b>		<b>104737</b>		<b>\$29.00</b>	<b>Excell</b>	HC	OoP	Err		2
Original counters, printed on die-cut thin stock. Some rules highlighting in yellow. Stain on rules cover. Box btm litely spotted. Otherws complete & EX. ■ 1989 version of Std rules. Vol 13 of GBACW series, uses the Turn Continuation Ssystem system & adds rules for combat effectiveness. Original printing contained 600 very thin counters (on die-cut cardstock); normal die cut counters were later printed but not widely circulated. 2 map, detailed game of Early's surprise attack at Middleton in the Shenandoah Valley, Oct. 1864, against superior numbers, to which Sheridan recovered. R.Berg'89										
<b>Guns of Cedar Creek, Middletown Oct.1864</b>		<b>107186</b>		<b>\$42.00</b>	<b>Mint</b>	HC	OoP	Err		2
Original counters, printed on die-cut thin stock. Tape remanents on side panels & box btm. ■ 1989 version of Std rules. Vol 13 of GBACW series, uses the Turn Continuation Ssystem system & adds rules for combat effectiveness. Original printing contained 600 very thin counters (on die-cut cardstock); normal die cut counters were later printed but not widely circulated. 2 map, detailed game of Early's surprise attack at Middleton in the Shenandoah Valley, Oct. 1864, against superior numbers, to which Sheridan recovered. R.Berg'89										
<b>Guns of Cedar Creek, Middletown Oct.1864</b>		<b>45788</b>		<b>\$45.00</b>	<b>Mint</b>	HC	OoP	Err		2
No die. Includes original, thin counters. ■ 1989 version of Std rules. Vol 13 of GBACW series, uses the Turn Continuation Ssystem system & adds rules for combat effectiveness. Original printing contained 600 very thin counters (on die-cut cardstock); normal die cut counters were later printed but not widely circulated. 2 map, detailed game of Early's surprise attack at Middleton in the Shenandoah Valley, Oct. 1864, against superior numbers, to which Sheridan recovered. R.Berg'89										
<b>Simulations Canada</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>West Front</b>		<b>91737</b>		<b>\$15.00</b>	<b>New</b>	n	OoP			6
Med complexity, strat army lvl gm of the war in western Europe & Italy, '43-5. Mates w/ Lebensraum. S.Newberg'85										
<b>Slang Design</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Zombies of the World Field Guide</b>		<b>98369</b>		<b>\$14.00</b>	<b>New</b>	Bk				A
Written as the definitive field guide to the undead. Describes 20 common zombie "species" with their habits & range, the US gov't's secret zombie research, theories of zombie evolution & more. '12										
<b>Sparta</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Panzerblitz: WestFront Panzerblitz 2nd</b>		<b>107201</b>		<b>\$49.00</b>	<b>Mint</b>	n	OoP			2
Very clean. ■ Reprinted from Spartan #1. Kit adding many American units, the American ToE, 8 scenarios & rules covering battles between US & German forces late in WWII. Requires Panzerblitz to play. N.Beveridge'72										
<b>Spearhead Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Bodyguard-Overlord</b>		<b>10825</b>		<b>\$45.00</b>	<b>Mint</b>	BC	OoP			8
Game of the Allied attempt to deceive the Germans as to D-Day timing & location, Jan-Dec'44. Simple game focused on use & manipulation of ULTRA intelligene, propaganda, & actual military maneuvers seeking a successful D-Day. J.Prados'94										
<b>Spence &amp; Gable Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Koniggratz</b>		<b>1694</b>		<b>\$40.00</b>	<b>Mint</b>	n	OoP			4
Brig/div lvl gm of decisive btl of Austro-Prussian war of 1866 that shaped unified Germany. Austrian Napoleonic methods v Prussian massed firepower. 1976										
<b>SPI Area Mag Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Arena of Death #4</b>		<b>14576</b>		<b>\$10.00</b>	<b>New</b>	n	OoP			1
Mag & Game. Person-person combat w/might & magic for 2 or more using uses DragonQuest RPG system. DJ.Ritchie'80 / ARTICLES ON: Hillson (fantasy fiction); Science from Sci-Fi; Facts for Fantasy; Eve of the Goblin (fantasy fiction); Weapons of the Arena of Death; review of Chivalry, Sorcery & Adventures in Fantasy, YAQ Mythology.										
<b>Rescue from the Hive #7</b>		<b>24831</b>		<b>\$20.00</b>	<b>New</b>	n	OoP			1
Mag & Game. Fun 2-player game of space Marines attempt to recover hostages aboard an ant colony ship. Solitaire rules printed in a later issues of Moves. N.Karp'81										
<b>Star Trader #12</b>		<b>88840</b>		<b>\$65.00</b>	<b>Mint</b>	n	OoP			8 6
Mag & Game. 2-6 player gm of cut-throat competition between space trading merchants on multiple planets. Good game. Can be used as a subsystem of Universe or as a scenario generator. N.Karp'82										
<b>SPI Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>1918, 2nd</b>		<b>98171</b>		<b>\$40.00</b>	<b>Excell</b>	FT	OoP			4
Packaged in an SPI flatray, but no coversheet, label at end of tray. Clean. ■ Tense, well balanced game of Germany's last great offensive in West, Mar 1918. 13 What-if scenarios. JD '72										
<b>After the Holocaust [Yellow]</b>		<b>106499</b>		<b>\$65.00</b>	<b>** V.Good</b>	BC **	OoP			8 M
Yellow box. Missing 2 markers; ID included. Charts soiled & stained thru use. Many counters have writing on blank backsides. ■ Yellow box with mounted mapboard. 2-4 player board game in which players represent the 4 regional US economies after nuclear war, and seek to simply survive then grow their economies to be sustaining. Players must develop the sectors of their economy in a carefully coordinated fashion to grow. Game is unique in that it enforces cooperation and rewards joint planning, tho a go-it-alone military option is always possible. RECOMMENDED. R.Simonsen'77										
<b>Agincourt, Triumph of Archery over Armor</b>		<b>96478</b>		<b>\$42.00</b>	<b>V.Good</b>	BC	OoP	Err		2
All unit counters & unit-specific markers present; all blanks removed. Modest soiling to rules & counters thru use. ■ Recreates in graphic detail Henry V's slaughter of French nobility in Flanders, Oct 1415. Historical & 3 what-if scenarios that make much more of a decent game. J.Dunnigan'78										
<b>Air War 1st &amp; 1980 Update Kit</b>		<b>106497</b>		<b>\$39.00</b>	<b>Excell</b>	BC	OoP			1
Yellow bookcase box edition w/ unmounted maps, and including the expansion kit. No counter tray. 25% punched & complete. Rules annotated were addendum applies. Box has moisture discoloration spots across cover. ■ Yellow box w/ unmounted maps. Complex game covers all the intricacies of modern air-air combat, including the complexities of flying a jet fighter, of various types of anti-air & anti-surface missiles, radar, bombing, strafing, & much more. 600 counters, 8 map sections, dozens of aircraft & weapons. 1980 Kit updates Air War 1st to include many newer aircraft. Includes stats booklet & 100 counters, etc. Finest modern air simulation ever; VERY complex. 2.5sec/turn, 500ft/hex. D.Isby'79										
<b>Air War 1st: 1980 Update Kit</b>		<b>106966</b>		<b>\$25.00</b>	<b>Mint</b>	zl	OoP	Err		1
Kit updating, correcting & extending the base Air War game. Includes many new aircraft & missiles, new stats booklet, additional scenarios, plus rules addendum (errata & clarification) clarifying & extending original rules, and 100 new counters. '80										
<b>American Civil War ['74]</b>		<b>101697</b>		<b>\$25.00</b>	<b>V.Good</b>	FT	OoP			6
Missing 2 fort & 1 unsupplied marker; 1 tray corner compress, another cracked; otherws complete & EX. ■ Strat lvl gm of entire civil war, land & sea. J.Dunnigan'74										
<b>American Civil War ['74] PARTS</b>		<b>95826</b>		<b>\$4.00</b>	<b>Mint</b>	n	OoP			6
Coversheet, only. Folded in center once, otherws clean.										
<b>American Revolution</b>		<b>98087</b>		<b>\$42.00</b>	<b>Excell</b>	FT	OoP			6
No coversheet; label at end of tray cover. V.Slight moisture warping to bottom corner of map (w/ TEC & TRC). ■ Strat lvl, area move gm of entire war in N.America. Modestly simple & good game. JD'72										
<b>Arena of Death</b>		<b>38821</b>		<b>\$9.00</b>	<b>New</b>	HC	OoP			1
Person-person combat w/might & magic for 2 or more using uses DragonQuest RPG system. DJ.Ritchie'80										
<b>Battle Fleet Mars</b>		<b>98121</b>		<b>\$45.00</b>	<b>Excell</b>	FT	OoP			2
No coversheet; label at end of tray cover. Various sml isolated stains in rules; otherws EX. ■ Various sml isolated stains in rules; otherws EX. One of SPI's best sci-fi gms. Earth v Ares Corp, a super-national conglomerate, over control of space's resources. Strat & tac lvls. B.Hessel & R.Simonson '77										
<b>Bulge</b>		<b>83979</b>		<b>\$20.00</b>	<b>Mint</b>	n	OoP			4
ziplocked. ■ Simple, small game of the Btl of the Bulge at div lvl. Later reprinted as Big Red One. Good beginner's game with low unit density & simpler mechanics. J.Dunnigan'79										
<b>Bull Run, Battles of...</b>		<b>89062</b>		<b>\$32.00</b>	<b>Mint</b>	n	OoP			4
Very clean. ■ Game of the first and second battles of Bull Run (or Manassas Jct), June 1861 and August 1862. The first is a confused meeting of two green armies, both overconfident of victory. The second battle includes better trained armies that still lack truly effective leadership. Brig/div level, using a simultaneous (plotted) movement system that never gained favor, but works with the small number of units involved here. J.Dunnigan'74										

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surchage Flag	General	Box	Out-of	Errata	Game	#-of
Specific Condition Subject Designer Year	Only? Part# Publisher Name	Price EA		Conditn	Type	Print?	Incl?	Scale	Plyrs
<b>Canadian Civil War</b> Rules neatly highlighted in yellow. ■ Abstract 3-4player gm to gain political dominance in Canada via control of issues. W/extensive historical article. JD77	1854	\$69.00		Excell	FT	OoP		A	
<b>Commando</b> Cherry aside from rules staple rust & lite Spotting to generic box btm. ■ Man-man combat in 2 game versions: historical & gamemastered RP. Emphasizes daring-do in 12 scenarios. E Goldberg '79	1861	\$35.00		Mint	BC	OoP	Err	1	
<b>Counter Tray, SPI Style Bookcase Tray</b> SPI 2pc bookcase style counter tray.	106108	\$4.00		Excell	n	OoP		Z	
<b>Fall of Rome</b> Complete. White tray cover litely but extensively spotted. ■ Key errata for this game was included in S&T 40. SOLITAIRE game of the waves of barbarian attacks on Rome in multiple scenarios. A good game once the major errata printed later is incorporated. 200 counters. J.Young73	105934	\$30.00		Excell	WT	OoP		6	1
<b>Highway to the Reich, 1st</b> 2FTs, 1 corner of each tray cracked. Otherwise complete & clean. ■ Large, involved, HIGHLY RECOMMENDED game of Operation Market-Garden, Sept. 1944, at Company level. Great for team play. Captures the feel of the battle, often tense & exciting, with many strategic play options. First edition needed more work, so finding a 2nd edition rulebook (the only change) with errata is quite desirable. One of SPI's best. J.Nelson'77	106205	\$109.00	**	Excell	FT	**	OoP	3	
<b>Introduction to Wargaming</b> 2 parallel, 1/4" deep, 1/4" apart, tears on edge of mag. 3 sml tears in on cover repaired. Others clean. ■ Series of articles intended to introduce novices to Gaming: Basic tactics, basic SPI library c.'76, glossary, symbols. Indexes SPI errata, S&Ts thru #64, Moves thru #32. Suggests basic game library. Nostalgic. '77	101263	\$10.00		Mint	n	OoP		Z	
<b>Island War Quad</b> Complete. Units marked with game's initial on blank backsides. 2 tray corners cracked & repaired. Others v.clean. ■ 4 simpler but quite enjoyabe games of island warfare & amphibious invasion in the Pacific: Saipan, Okinawa, Bloody Ridge, Leyte. 400 counters. Excellent replay value. '75	106173	\$85.00		Excell	FT	OoP		2	
<b>Island War: Leyte</b> Complete. ■ One of the four Island War quad games, packaged in a stand-alone folio. This game covers the American invasion of central Leyte Island in the Philippines, 1944, and the effort to outfitt & outmanuever the Japanese defending some very rugged jungle terrain. '75	106484	\$25.00		Excell	Fo	OoP		4	
<b>Kampfpanzer, Armored Combat 1937-40</b> Tray cracking. ■ Early armored battles, 1937-40 w/ scenarios covering Spanish Civ War, Soviet-Jap border dispute, Czech v Germans. Tac lvl w/ simove.	89515	\$25.00		Excell	FT	OoP	Err	2	
<b>Kursk ['71]</b> Missing 5 units; ID included. Some lite, v.sml spots on rules. CRT chart has a lengthy tear (repaired). ■ 3-scenario battle of Kursk, options to start in July, June or Aug. S.Hart'71	106197	\$27.00		V.Good	WT	OoP		4	
<b>Leipzig, 2nd</b> Rules mildly soiled thru use, w/ several sml spots & 2 very sml tears on margin. Charts also show mild wear thru use. Game's name written on box cover & spine. ■ Update of earlier Poultron Press version of this multi-scenario game of Napoleon's defense of his crumbling empire in central Europe, in the spring & summer of 1813, using SPI's division level Napoleonic system. Historical scenarios begin in late March & August, with what-if scenarios added for each. Full campaign also included. Army/corpl/div level. J.Dunnigan'72	106105	\$33.00		V.Good	WT	OoP		4	
<b>Leningrad, 1st</b> Complete. Narrow 2" scratch on box cover; others very clean. ■ Smaller game of the German Army Group North's drive on Leningrad from 22 June - 13 Spt '41. A fun tormentment style game. D.Rustin'79	106954	\$25.00		Excell	HC	OoP		4	
<b>Mech War '77</b> Designer's edition w/ mounted board. Minor abrasion at box cover edge (repaired); others very clean. ■ Designer's edition w/ mounted board. 10 scenario gm of tac combat during 70s around the world. Revision of earlier gm of similar title. JD75	98080	\$38.00		Excell	BC	OoP		2	
<b>Mech War II</b> w/ 2 counter trays. Box has tape remanents on 2 side panels & btm. Several creases, corner dings, wear & scuffs on box. Components cherry. ■ Two game pkg: update of Red Star/White Star (mech combat in central Europe) plus Suez to Golan (mech combat during '73 Yom Kippur War). M.Herman'79	2007	\$250.00	**	Mint	DC	**	OoP	Err	2
<b>Modern Battles II Quad</b> No cover sheet; label on end of tray. Very clean. apparently never played. ■ Four games of various hypothetical hot wars around the world: DMZ (S Korea), Jerusalem ('67), Bundeswher (N Germany) & Yugoslavia (Zagreb).	98181	\$69.00		Excell	FT	OoP		2	
<b>Modern Battles Quad: Mukden</b> No folio cover. ■ Potential Sino-Soviet hot war in the vicinity of Mukden, Manchuria (China). 3 scenarios depicting various phases of the Soviet assault: the blitzkrieg on open ground, the house-house fighting for Mukden, and the guerilla resistance after. D.Isby'75	97253	\$25.00		Mint	n	OoP		2	
<b>Moscow Campaign</b> Soviet armored units (only) die cut slightly off center so a sml portion of the zero in a 10 move factor clipped. Others very clean. ■ Division level game of the German drive on Moscow in late 1941, inspired by earlier Battle for Moskva. The Germans have a tough time taking Moscow, but of course the Soviets get their butt kicked for a long time before things turn about. Includes the many what-if scenarios this designer was known for. J.Dunnigan'72	105938	\$35.00		Excell	WT	OoP	Err	4	
<b>Napoleon at Waterloo, 2nd</b> Complete. ■ Popular, simple gm of battle of Waterloo. Original uses Div scale. Great game to introduce BEGINNERS to wargaming. J.Dunnigan'71	106561	\$24.00		Excell	n	OoP		4	
<b>Napoleon at Waterloo, 3rd</b> Couple of small finger print mars on cover. ■ w/ 1979 SPI Master Index to S&T 1-76, Moves 1-41, errata thru 7/78 & beginners Intro. Game is a 3rd revision of SPI's popular & simple btle of Waterloo game, RECOMMENDED for its replay value and also a good beginners game. J.Dunnigan'79	106970	\$32.00		Mint	n	OoP		4	
<b>Normandy, 2nd</b> No box or die; components complete. 12 blanks made into addtl breakdown counters. Slight wear due to use & age. ■ Btlm/Rgt game of initial D-Day landings to D+5 (6-11 June 1944). Variable German forces & setup. Good, clean game. Revised from earlier Poultron Press version, now with die cut counters. J.Dunningan'72	105769	\$25.00		Excell	n	OoP		4	
<b>Operation Olympic</b> Rules dogeared, others cherry. ■ 1-2player game of invasion of Japan, 45. JD74	98662	\$59.00		Mint	FT	OoP		4	1
<b>Pacific, War in the...</b> 3FTs, with only main coversheet. Many Japanese naval units have ship ID (eg CV11) partially cut off on front side due to die cutting, still evident; ship proper name handwritten on backside. Charts mildly wrinkled thru use. Others EX. ■ 3200 counters, 7 map sim of war in pacific using monthly turns. 5 localized scenarios & campaign game. Still perhaps the best sim on the subject. E.Curran, J.Dunnigan, I.Hardy T.Walczyk'78.	106203	\$240.00	**	Excell	FT	**	OoP	6	
<b>Pea Ridge, Gettysburg of the West</b> Missing 3 markers, all units present, others complete; color photocopy of countersheet included. Overall wear to rules, counters & box thru use. ■ GBACW v1. Confed surprise attack lasting 2 days on Union forces, for control of Missouri & far west, Mar'62. E.Smith '80	103295	\$45.00		V.Good	HC	OoP		2	
<b>Red Star/White Star</b> No box or coversheet. ■ Early gm of platin/btln lvl tac combat in Europe in '70s. J.Dunnigan'72	89064	\$42.00		Mint	n	OoP	Err	2	
<b>Russian Civil War, 1918-22</b> 1 assassin marker missing its generic backside. Sml crease on box cover. Punched but unplayed & very clean. ■ Neo-classic, 3-6 player game of coalitional power politics during the revolution. Players control one or more factions on both sides of unusual & bloody war. Good multiplayer gm. J.Dunnigan'76	98065	\$55.00		Excell	BC	OoP		6	6
<b>Sinai, Arab-Israeli Wars, '56, '67 &amp; '73</b> Price written onto flat tray plastic cover. ■ Brig lvl game of '56, '67 & '73 wars around Israel, plus historical & future (mid-70s) what-ifs. Arabs take a pounding, but good game. J.Dunnigan'73	103428	\$25.00		Excell	FT	OoP		4	
<b>Sinai, Arab-Israeli Wars, '56, '67 &amp; '73</b> Rules seam junctions worn, others EX. ■ Brig lvl game of '56, '67 & '73 wars around Israel, plus historical & future (mid-70s) what-ifs. Arabs take a pounding, but good game. J.Dunnigan'73	104370	\$25.00		Excell	FT	OoP		4	
<b>Sniper!, 1st</b> Some minor soiling to some marker counters, & some penciled marks on smoke counters (making them useful as other markers). Rules seam intersections worn thru use. 1 table in each of two charts corrected. ■ Man-man urban combat. Simove. J. Dunnigan '73	106095	\$29.99		Excell	FT	OoP		1	
<b>Spitfire</b> Aircraft charts unused & not separated. White Tray has another game's name written on cover & spine (in addition to Spitfire label). ■ SPI's game of air-air combat in Europe early in World War II. Includes 16 types of planes, fighters & bombers. 46m/hex, 3.3sec/turn. J.Dunnigan'73	105937	\$25.00		Excell	WT	OoP		1	
<b>Stalingrad, Battle for...</b>	106949	\$89.00		Mint	BC	OoP		2	

Email us anytime at M.Dean@FineGames.com, phone 541-756-4711 between 10am-9pm PST, FAX (702) 926-5205, or write 2078 Madrona St., North Bend OR 97459-2143 USA.									
Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surchage	General	Box	Out-of	Errata	Game #-of	
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale
									Plyrs
Scrape/abrasion affecting 3 generic Soviet inf units (of which there are 70); a 4th such unit has all info on front of counter essentially destroyed. Sml scuff on box cover. Others unused & very clean. ■ Co-Btn lvl battle for & around Stalingrad, Sept-Oct 1942. 7 weekly turns with variable-length impulses. Good feel to game, and some fun to play. System reflects the different armies involved, with German air & artillery, command structure, and Soviet numbers & determination to fight for every building. Designed by the man who brought us Squad Leader. 600m/hex, 1wk/turn, 400 counters. J.Hill77									
<b>Stalingrad, Battle for...</b>		<b>86071</b>		<b>\$54.00</b>	<b>V.Good</b>	BC	OoP		2
Missing 1 unit, ID included. Many signs of mild wear & soiling, but very servicable. Rules hilted in yellow & underlined in ink. ■ Co-Btn lvl battle for & around Stalingrad, Sept-Oct 1942. 7 weekly turns with variable-length impulses. Good feel to game, and some fun to play. System reflects the different armies involved, with German air & artillery, command structure, and Soviet numbers & determination to fight for every building. Designed by the man who brought us Squad Leader. 600m/hex, 1wk/turn, 400 counters. J.Hill77									
<b>Strike Force One</b>		<b>89217</b>		<b>\$7.50</b>	<b>Excell</b>	n	OoP		4
Punched, complete & clean. ■ Abstract, v.sml beginners game with 10 pieces. Intended to show the basics of wargame mechanics.									
<b>Strike Force One</b>		<b>98732</b>		<b>\$12.00</b>	<b>Mint</b>	n	OoP		4
In original envelope, the one marked "free!". ■ Abstract, v.sml beginners game with 10 pieces. Intended to show the basics of wargame mechanics.									
<b>Terrible Swift Sword, 1st</b>		<b>106167</b>		<b>\$85.00</b>	<b>V.Good</b>	DC	OoP	Err	2
Includes 2 counter trays. Rules & charts mildly used & wrinkled thru use but little soiling except to one chart. ■ Granddaddy of GBACW system. 3 days of Gettysburg at rgt lvl. Berg '76.									
<b>Titan Strike</b>		<b>38760</b>		<b>\$12.00</b>	<b>New</b>	Fo	OoP		3
Space Capsule #3. Land/air combat on moon of Saturn. P.Kosnett'78									
<b>Up Scope!</b>		<b>2219</b>		<b>\$49.00</b>	<b>Mint</b>	FT	OoP	Err	1
Rules neatly & wisely highlighted in yellow. Others mint. ■ Comprehensive study of sub/anti-sub warfare from 1914-1980s. J Balkoski '77									
<b>Vector 3</b>		<b>88828</b>		<b>\$10.00</b>	<b>Excell</b>	Fo	OoP		1
Space Capsule #5. 3D tactical space combat. G.Costikyan'79									
<b>War in Europe / War in the World Addendm</b>		<b>77286</b>		<b>\$3.00</b>	<b>Excell</b>	n	OoP	Err	8
Copies are imperfect, obscuring a line at top or side of a couple of pages; reflected in price. ■ Photocopy of WIE 2nd ed. Errata & 4 articles tinkering w/ WinEurope. Allows mating W-Europe w/ W-Pacific [for true masochists] for a War in the World game.									
<b>Wellington's Victory</b>		<b>106100</b>		<b>\$75.00</b>	<b>V.Good</b>	DC	OoP		2
15% punched; missing 20 (5%) of 1/2 & 3/4 strength markers (only). Rules underlined & marked in pen & pencil, mostly in the margins. Slight sun fading of rules cover w/ some smudges on blank back cover; 2 stains on last 2 pages. Box cover edges mildly scuffed. Name written on inside of box top & btm. ■ Grand tactical monster game of the final day & battles at Waterloo, 18 June 1815. Game attempted to recapture the success of Terrible Swift Swords in the Napoleonic era, but was never as successful. System focuses on line of sight, formations (including skirmishers) & facing, effectiveness, shock effects, morale, etc. Scenarios for Hougomont, La Haye Sainte, Plancenoit, historical day campaign, & a hypothetical early French assault. 2000 counters, btln/rgt level, 100yd/hex, 15min turns. Later reprinted by TSR as a 2nd ed. F Davis'76									
<b>Westwall Quad</b>		<b>98178</b>		<b>\$79.00</b>	<b>Excell</b>	FT	OoP		3
No cover sheet; label on end of tray. Arnhem map has extra fold, others very clean. ■ Set of 4 smaller, simpler, fast playing but respectable games of the battles for Arnhem, Bastogne, Hurtgen Forest & Remagen. '76									
<b>Wilderness Campaign</b>		<b>106088</b>		<b>\$35.00</b>	<b>Excell</b>	WT	OoP		4
One sml stain on a CRT chart, others clean. ■ 2 historical scenarios + 6 what-if + campaign game of campaign around Richmond, Lee v Grant, May 1864, using streamlined div lvl Franco-Prussian war system. J.Young'73.									
<b>World Killer</b>		<b>38795</b>		<b>\$17.99</b>	<b>New</b>	HC	OoP		6
Gm of alien planetary attack on Earth using abstract 3D grid. Simonsen '80									
<b>World Killer</b>		<b>97264</b>		<b>\$15.00</b>	<b>Mint</b>	HC	OoP		6
Gm of alien planetary attack on Earth using abstract 3D grid. Simonsen '80									
<b>World War I</b>		<b>99159</b>		<b>\$60.00</b>	<b>Mint</b>	Fo	OoP		6
Folio cover has a 1/2x3" streak of adhesive on back side; rules have a few v.sml, minor edge tears. Others mint. ■ Moments in Conflict folio. Strat lvl WW1 in Europe focused on national resource consumption. JD'76									
<b>WWII, European Theater of Operations 1st</b>		<b>106096</b>		<b>\$33.00</b>	<b>Excell</b>	FT	OoP		3
Includes multiplayer rules from Moves. WW2 thruout Europe & Mid-East at Army lvl. Good, clean, fast game for 2-6 players in 3 scenarios. '73									
<b>SPI MOVES Magazine</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime									
<b>Moves Magazine (SPI) #26</b>		<b>104266</b>		<b>\$10.00</b>	<b>Mint</b>	n	OoP		Z
ARTICLES ON: Scenarios & variant for Fast Carriers; Friday night follies at SPI; Battle of Nations playthru; Footnotes (minor variants & such); 10 Best Games of 1975; Oil War analysis; Third Reich designer exposition; 7 scenarios for Mech War '77; 37 Must-Have Wargames. '76									
<b>SPI S&amp;T Magazine Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime									
<b>American Civil War ['74] #43</b>		<b>101059</b>		<b>\$35.00</b>	<b>Mint</b>	n	OoP		6
Rear rules page & 1 mag ctr pg litely discolored by exposure to counters. 1st mag page missing a 1/2" dog ear (neatly cut off or mis-manufactured). ■ Mag & game. Strategic lvl gm of the entire American Civil War, land & sea, 1861-65. Captures the essential elements of this war in the way that the designer was so very good at, yet little of the (bloody) color of the conflict came thru. 200 counters, 3mo/turn, basic scenario with variants. J.Dunnigan'74 / ARTICLES ON: American Civil War 1861-65; Soldier Kings, 1550-1770.									
<b>Armada, 1st #72</b>		<b>84569</b>		<b>\$30.00</b>	<b>Mint</b>	n	OoP	Err	4
Mag & Game. Strategic level land & naval conflict between Spanish Empire & English/Dutch forces thruout Europe, 1585-1604. 1st ed decidedly underdeveloped; 2nd ed rules strongly suggested. S.Hart'79									
<b>Armageddon #34</b>		<b>99039</b>		<b>\$60.00</b>	<b>Mint</b>	n	OoP		2
Mag & Game. Tactical combat in pre-Greek eras from 3000-500BC w/ many scenarios. S Patrick & J Young'72 / ARTICLES ON: Armageddon, Genesis of Warfare 3000-500BC; American Revolution 1775-83; Diplomacy strategy.									
<b>BAOR, Thin Red Line in the 1980s #88</b>		<b>101399</b>		<b>\$45.00</b>	<b>Mint</b>	n	OoP		2
Mag & game. First 5 days of Warsaw Pact attack in British sector of northern Germany. 3rd in Central Front series. Key system dynamic is friction thru combat & movement; turns end only when both sides approach exhaustion. Mates w/Hof Gap & Central Front. Has 2nd ed (SPI) series rules. 2 scenarios, 4km/hex, 12hrs/turn, 400 counters. C.Kamp Jr.'81 / ARTICLES ON: BAOR, the Thin Red Line in the 1980s; Armies & Leaders in WWII; German Mobilization in WWII; Hundred Years War 1137-1453; Breif game reviews: Third Reich 3rd, 1941, Barbarian Prince, Apocalypse, Valley of Four Winds, Moonstar, Escape From New York, Dragonmaster.									
<b>Bastogne / Anzio Beachhead #20</b>		<b>85044</b>		<b>\$28.00</b>	<b>V.Good</b>	n	OoP		4
Reprint mag w/ paper counters. Bastogne counters mint; Anzio counters mounted & cut apart & discolored thru adhesive bleed thru. Bastogne map had once been mounted, now separate but w/ extensive brown adhesive bleed thru. 2 of 8 map panels (the ones least used) colorized in blue, yellow & green. Anzio map heavily colorized w/ adhesive discoloration bleedthru. ■ Mag & Game. Original printing had paper counters, reprint copies had die-cut counters. Rgt lvl gm of the Bulge w/emphasis on logistics & traffic control. JD'70									
<b>Berlin '85 #79</b>		<b>101403</b>		<b>\$49.00</b>	<b>Mint</b>	n	OoP		2
Date written on inside cover. ■ Mag & game. Tense game of a Warsaw Pact attack on West Berlin c.1985. Occupational NATO forces seek to delay and cause casualties while holding out as long as possible, denying the Soviets easy logistics thru the city, tho defeat is inevitable. 200 counters, 1km/hex, 8hrs/turn, 3 scenarios. J.Dunnigan'80 / ARTICLES ON: Berlin '85, Enemy at the Gates; Battle for Stalingrad, Sept-Nov 1942.									
<b>Borodino #32</b>		<b>106040</b>		<b>\$52.00</b>	<b>V.Good</b>	n	OoP		4
Complete. Couple of sml lite stains on rules. Unit face & blank backside of units marked w/ corp ID. Others EX. ■ Mag & Game. Climactic battle of Napoleon's Russian campaign, the battle of Borodino, Sept 1812, using the Nap at Waterloo system. Scenarios for each of the 3 days of the battle, plus the combined campaign. 100 counters, 400m/hex, 1hr/turn. Good game for beginners. J.Young'72 / ARTICLES ON: Napoleon at War; Pershing's First Fight, the Battle of St. Mihiel, Sept. 1918.									
<b>Borodino #32</b>		<b>104410</b>		<b>\$49.00</b>	<b>V.Good</b>	n	OoP		4
Missing 2 units; ID & color copy of countersheet included. Others EX. ■ Mag & Game. Climactic battle of Napoleon's Russian campaign, the battle of Borodino, Sept 1812, using the Nap at Waterloo system. Scenarios for each of the 3 days of the battle, plus the combined campaign. 100 counters, 400m/hex, 1hr/turn. Good game for beginners. J.Young'72 / ARTICLES ON: Napoleon at War; Pershing's First Fight, the Battle of St. Mihiel, Sept. 1918.									
<b>CA #38</b>		<b>101055</b>		<b>\$40.00</b>	<b>Mint</b>	n	OoP		2
1" at btm margin of rules cover yellowed thru exposure to counters; otherwise cherry. ■ Mag & Game. Ship-ship naval combat in Solomons during the Guadalcanal campaign, Fall 1942-Spring 1943. Good, quick game with decent insights into the advantages of each side and the tactical situations encountered. 10 scenarios, 6min/turn, .9km/hex. J.Dunnigan'73 / ARTICLES ON: Tactical Naval Warfare in the Pacific 1941-3; Gettysburg Campaign, June-July 1863.									
<b>Cassino, Battle for... #71</b>		<b>101270</b>		<b>\$20.00</b>	<b>Mint</b>	n	OoP		2

Game Title (& Edition or Issue #)		Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of				
Specific Condition, Subject, Designer, Year		Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print?	Incl?	Scale	Plyrs
Cherry aside from v.slight sun discoloration of mag pages' margins. ■ Mag & Game. Co/pltn level, tactical game of Allied attack on this key link in the Gustav Line in central Italy, Mar'44. 6hr/turn, 50m/hex. J.Prados78 / ARTICLES ON: Cassino, Assaulting the Gustav Line, 1944; Current USNavy Organization; French Line Infantry Tactics, 1808-15; Soviet Tactical Doctrine; Battle for the Ardennes, 1940 & 1944; Soviet Airborne Forces in WWII.													
<b>Cassino, Battle for... #71</b>		<b>105646</b>			<b>\$20.00</b>			<b>Mint</b>	n	OoP	Err		2
Rules separated. Some bleed-thru notes/writing on mag cover (ie writing on another piece of paper bled thru & left light marks on mag cover). ■ Mag & Game. Co/pltn level, tactical game of Allied attack on this key link in the Gustav Line in central Italy, Mar'44. 6hr/turn, 50m/hex. J.Prados78 / ARTICLES ON: Cassino, Assaulting the Gustav Line, 1944; Current USNavy Organization; French Line Infantry Tactics, 1808-15; Soviet Tactical Doctrine; Battle for the Ardennes, 1940 & 1944; Soviet Airborne Forces in WWII.													
<b>Cedar Mountain #86</b>		<b>57007</b>			<b>\$16.00</b>			<b>New</b>	n	OoP			2
Some cover scuffing. ■ Mag & Game. GBACW v.4. Union troops under Banks surprise a superior force under Stonewall, Aug '62. 30min/turn, 125yd/hex, 30min/turn. D.Bush, J.Simon, A.Williams'81 / ARTICLES ON: Cedar Mtn, Prelude to Bull Run; the Alamo & the Texas War for Independence, 1835-61; Operational Update at SPI.													
<b>Centurion #25</b>		<b>101036</b>			<b>\$85.00</b>			<b>Mint</b>	n	OoP			3
Reprint edition with PAPER counters. Portion of mag spine, one column of counter markers, 1/2" margin of German TOE chart yellowed; others cherry. ■ Mag & Game. Original & some Reprint copies had PAPER counters; later reprints had die-cut counters.. Game depicts tactical combat in Roman era 106BC- 552AD in 17 scenarios. A.Nofi, R.Simonsen, S.Patrick'71 / ARTICLES ON: Roman Army, 753BC -1453AAD; Organization of German Ground Forces in the East pt 2; Diplomacy strategy.													
<b>China War #76</b>		<b>67893</b>			<b>\$25.00</b>			<b>Mint</b>	n	OoP			6
Rules separated. Cherry. ■ Mag & Game. 3 scenario game of major wars in Asia: USSR attacks China, China attacks Vietnam or Taiwan. Army/corp level. B.Hessel'79 / ARTICLES ON: Sino-Soviet Conflict in the 1980s; Soviet Motorized Rifle Battalion as the Advanced Guard; NATO & Tactical Air Power; Helicopter Update; Battle of Shiloh, 1862; brief reviews of BL Tirreme, WEG Marlborough at Blenheim, BEARHUG Zulu: Ulundi, TFG Asteroid Zero Four, OSG Dark December, PHILMAR Imperial Governor/Strategos, AH Dune, GDW Road to the Rhine, FGU Middle Sea, Junta 1st, BL Samurai.													
<b>China War #76</b>		<b>105451</b>			<b>\$22.00</b>			<b>Mint</b>	n	OoP	Err		6
Rules separated. Some fingerprint mars on cover. ■ Mag & Game. 3 scenario game of major wars in Asia: USSR attacks China, China attacks Vietnam or Taiwan. Army/corp level. B.Hessel'79 / ARTICLES ON: Sino-Soviet Conflict in the 1980s; Soviet Motorized Rifle Battalion as the Advanced Guard; NATO & Tactical Air Power; Helicopter Update; Battle of Shiloh, 1862; brief reviews of BL Tirreme, WEG Marlborough at Blenheim, BEARHUG Zulu: Ulundi, TFG Asteroid Zero Four, OSG Dark December, PHILMAR Imperial Governor/Strategos, AH Dune, GDW Road to the Rhine, FGU Middle Sea, Junta 1st, BL Samurai.													
<b>Cobra #65</b>		<b>99112</b>			<b>\$45.00</b>			<b>Mint</b>	n	OoP			4
Mag & game. Game of Patton's attempts to breakout of the Normandy bocage country and encircle the German army, mid-July-Aug 44. Rgt/div level, 200 counters, 3.2km/hex, 3days/turn. Popular game, later enhanced & republished by TSR. B Hessel '79 / ARTICLES ON: Cobra, Patton's Summer 1944 Offensive; War Against Japan 1941-5; Raid errata.													
<b>Combat Command #30</b>		<b>106745</b>			<b>\$29.00</b>			<b>V.Good</b>	n	OoP			2
Substantially complete; missing 4 counters; list & countersheet photocopy included. Counters & rules soiled thru use. Mag cover spine & innermost page had been reinforced with Scotch tape which has left yellow stain/residue. ■ Mag & Game. Tactical combat in France, 1944, in several scenarios. An attempt to improve upon the PanzerBlitz system by including command control influences. Relatively unsuccessful as a result. Platoon/co level. J.Dunnigan'72 / ARTICLES ON: Organization of US Army in Europe 1944-5; Saratoga Campaign 1777; SPI Income Stmt.													
<b>Combat Command #30</b>		<b>GmOnly 106039</b>			<b>\$18.00</b>			<b>V.Good</b>	n	OoP			2
Missing 1 (of 10 identical) German fort markers; otherwise complete. ■ GameOnly. Game of tactical armored combat in France 1944 at the platoon level. Attempted to improve upon PanzerBlitz system by including command control influences but the net effect wasn't as remarkable. J.Dunnigan'72													
<b>Combined Arms, Combat Ops 1935-70 #46</b>		<b>92835</b>			<b>\$35.00</b>			<b>Mint</b>	n	OoP			2
2 mag center pgs have metal discoloration near spine.													
<b>Combined Arms, Combat Ops 1939-70 #46</b>		<b>98780</b>			<b>\$39.00</b>			<b>Mint</b>	n	OoP			2
Cherry. ■ Mag & Game. Game is an attempt to show the application of combined arms tactics in 5 platoon/company level scenarios, WW2 & the Yom Kippur War of 1973. 200 counters, co/btn level, 1hr/turn, 300m/hex. J.Dunnigan'74 / ARTICLES ON: Combine Arms, Combat Operations in the 20th Century; Patrol, Modern Infantry Tactics 1914-74; StarForce Players Notes & Strategy.													
<b>Combined Arms, Combat Ops 1939-70 #46</b>		<b>99122</b>			<b>\$32.00</b>			<b>Mint</b>	n	OoP			2
Portions of scenario card & counters sun discolored (counters won't show when they are punched). Others mint. ■ Mag & Game. Game is an attempt to show the application of combined arms tactics in 5 platoon/company level scenarios, WW2 & the Yom Kippur War of 1973. 200 counters, co/btn level, 1hr/turn, 300m/hex. J.Dunnigan'74 / ARTICLES ON: Combine Arms, Combat Operations in the 20th Century; Patrol, Modern Infantry Tactics 1914-74; StarForce Players Notes & Strategy.													
<b>Combined Arms, Combat Ops 1939-70 #46</b>		<b>105767</b>			<b>\$25.00</b>			<b>Excell</b>	n	OoP			2
Mag & Game. Game is an attempt to show the application of combined arms tactics in 5 platoon/company level scenarios, WW2 & the Yom Kippur War of 1973. 200 counters, co/btn level, 1hr/turn, 300m/hex. J.Dunnigan'74 / ARTICLES ON: Combine Arms, Combat Operations in the 20th Century; Patrol, Modern Infantry Tactics 1914-74; StarForce Players Notes & Strategy.													
<b>Conquistador #58</b>		<b>99127</b>			<b>\$39.00</b>			<b>Mint</b>	n	OoP			6 5
Rules separated. ■ Mag & game. Great the very long game for 2-5 players of exploitation & combat while colonizing (conquering) the New World. Plays use explorers to find key land forms & suitable places to colonize, establish resource-generating colonies, and use armies to protect their assets & to raid opponents' colonies. The discovery & flow of gold is an important aspect of the game. 200 counters, 5yrs/turn. R.Berg'76 / ARTICLES ON: Pizarro & the conquest of Peru, 1524-33; Nuclear submarine & anti-submarine warfare; ERRATA for Panzergruppe Guderian #57; the Rhodesian army; military spending worldwide.													
<b>Crete #18 [Reprint]</b>		<b>104268</b>			<b>\$19.00</b>			<b>Excell</b>	n	OoP			3
Reprint (as photocopy). Sml tear at upper left corner of mag above staple. ■ Mag + Game. Extremely rare issue, first printed then as a photocopy reprint. Crete game is printed as pages w/in mag, not as insert, and requires that you copy, mount & separate both counters & maps to play. Simple, early gm of German para assault on 3 widely scattered airfields in northern Crete, May 1941, in the face of both disorganized & determined resistance. Strong German units w/ air support but divided into 3 areas. Allied can choose how to defend each airfield & so use his central position. The first of the "game in a mag" idea. J.Dunnigan'69 / ARTICLES ON: Anzio - Pro & Con, & analysis; Anzio designer's notes; game rules for Tromingo Go by Sid Sackson; Diplomacy variations; casting your own Minis.													
<b>Crusades #70</b>		<b>101269</b>			<b>\$45.00</b>			<b>Mint</b>	n	OoP			6 6
Some slight sun discoloration to margins of mag pages, others very clean. ■ Mag & game. 2gms: 2player gm of 3rd Crusade (1191-2), & 2-6player wild game of 1st Crusade w/ competing goals. R Berg '78 / ARTICLES ON: the Crusades, Western Invasion of the Holy Land, 1097-1191; NATO Division Commander, C&C in the Modern Battlefield Environment; Horses in War; Index to Errata Published thru Aug'78 (typically in Moves Mag).													
<b>Desert Fox #87</b>		<b>101274</b>			<b>\$55.00</b>			<b>Mint</b>	n	OoP			4
Some slight discoloration on edge of a few mag pages, others clean. ■ Mag & game. Acclaimed, RECOMMENDED battln level gm of N Africa, '41-42. Mates w/ later Trail of Fox to carry the game into Tunisia & 1943. R Berg'81 / ARTICLES ON: Rommel's Campaign for North Africa, Apr'1941-Dec'1942; the Swiss & the Age of Renaissance; Battles of Cross Keys & Port Republic, ACW.													
<b>Desert Fox #87</b>		<b>GmOnly 100464</b>			<b>\$29.00</b>			<b>Mint</b>	n	OoP			4
GameOnly. Acclaimed Btlm lvl gm of N Africa, '41-42. Mates w/ Trail of Fox. R Berg, '81.													
<b>Destruction of Army Group Center #36</b>		<b>106196</b>			<b>\$45.00</b>			<b>V.Good</b>	n	OoP			4
Missing 2 units; ID & color photocopy of countersheet included. Some lite, penciled marks on mag cover & some lite scuffs. Others EX. ■ Mag & Game. Div-level, 4 scenario game of the Soviet Summer'44 offensive that destroyed a German army group in a matter of a month. Uses the game system used in Kursk & Turning Point. J.Dunnigan'73 / ARTICLES ON: Destruction of Army Group Center, Soviet Summer Offensive 1944; Warsaw Pact & NATO Forces in the 1970s; SPI Annual Report.													
<b>Destruction of Army Group Center #36</b>		<b>GmOnly 94172</b>			<b>\$35.00</b>			<b>Excell</b>	n	OoP			4
GameOnly. ■ GameOnly. Div lvl 4 scenario game of Soviet Summer'44 offensive that destroyed an army group. JD'73													
<b>Dixie #54</b>		<b>98778</b>			<b>\$25.00</b>			<b>Mint</b>	n	OoP			6
V.slight mild 1" moisture spot at upper right of mag cover. ■ Mag & game. Hypothetical 2nd American Civil War set in 30s. R Siminson'76 / ARTICLES ON: Westwall, 4 Battles at the German Frontier 1944-5; brief reviews of SDC Jerusalem 1st, BL Shenandoah 1st, EXCAL Ancient Conquests, AH Wooden Ships & Iron Men, UFO 1st, AH Caesar's Legions, LORE BTL of Five Armies; 1975 SPI Annual Report; Replay of Blue & Gray II, History as Game; Replay of Sinai, History as Game.													
<b>Dixie #54</b>		<b>GmOnly 106742</b>			<b>\$12.00</b>			<b>Excell</b>	n	OoP			6
Complete. Rules stapled at spine. ■ GameOnly. Hypothetical 2nd American Civil War set in 30s. R Siminson'76													
<b>East is Red #42</b>		<b>104462</b>			<b>\$22.00</b>			<b>V.Good</b>	n	OoP			4
Missing 1 unit; ID & color copy of countersheet included; others EX. ■ Mag & game. Sml, div/corp level gm of a Soviet hasty or a prepared attack on the industrial heartland of China (Manchuria) in the 1970s (including the use of tactical nukes). 100 counters, 1wk/turn, 50km/hex. J.Dunnigan'74 / ARTICLES ON: Potential for Sino-Soviet Conflict; Napoleon At Waterloo, June 1815; SPI Annual Report.													
<b>Fall of Rome #39</b>		<b>101037</b>			<b>\$59.00</b>			<b>Mint</b>	n	OoP			6 1
Edges of rules modestly yellowed; others cherry. Includes errata from S&T40 vital to smooth play of game. ■ Mag & game. Key errata for this game was included in S&T 40. SOLITAIRE game of the waves of barbarian attacks on Rome in multiple scenarios. A good game once the major errata printed later is incorporated. 200 counters. J.Young'73 / ARTICLES ON: the Fall of Rome; Battle for Guadalcanal, Aug42-Feb'43. Errata vital to this game included in S&T40.													
<b>Fall of Rome #39</b>		<b>105935</b>			<b>\$45.00</b>			<b>Excell</b>	WT	OoP			6 1



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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surcharge Flag	General	Box	Out-of	Errata	Game #-of	
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale
									Plyrs
Complete. Packaged in a white tray. ■ Mag & game. Key errata for this game was included in S&T 40. SOLITAIRE game of the waves of barbarian attacks on Rome in multiple scenarios. A good game once the major errata printed later is incorporated. 200 counters. J.Young73 / ARTICLES ON: the Fall of Rome; Battle for Guadalcanal, Aug/42-Feb/43. Errata vital to this game included in S&T40.									
<b>Fifth Corps #82</b>		<b>105430</b>		<b>\$65.00</b>	<b>Mint</b>	n		OoP	2
Rules separated. ■ Mag & game. Central Front series v1. Soviet attack thru Fulda Gap to Frankfurt at btn lvl. Each action consumes energy, the key dynamic. J.Dunnigan'80 / ARTICLES ON: Status of Forces in Europe & the Potential for Conflict; Benedict Arnold; Civil War Field Artillery; Battle of Chinese Farm, Oct. 1973.									
<b>Fifth Corps #82</b>		<b>101257</b>		<b>\$62.00</b>	<b>Mint</b>	n		OoP	2
Mag spine sun discolored. Slight discoloration to margins of mag pages. ■ Mag & game. Central Front series v1. Soviet attack thru Fulda Gap to Frankfurt at btn lvl. Each action consumes energy, the key dynamic. J.Dunnigan'80 / ARTICLES ON: Status of Forces in Europe & the Potential for Conflict; Benedict Arnold; Civil War Field Artillery; Battle of Chinese Farm, Oct. 1973.									
<b>Fighting Sail #85</b>		<b>101400</b>		<b>\$25.00</b>	<b>Mint</b>	n		OoP	1
Mag & Game. 9 scenario game of small scale naval battles from the Am Rev & Napoleonic era between British, French & American ships. Good simulation of ship-ship combat in the age of sail, but not nearly as much fun as Wooden Ships & Iron Men. J.Balkoski'81 / ARTICLES ON: Fighting Sail, Sea Combat in the Age of Canvas & Shot, 1775-1815; Singapore, Campaign for Malaya Dec 1941-Feb 1942; Brief reviews of: Assault on Tobruk, Campaigns of Napoleon, Dark Star.									
<b>Flight of the Goeben/Chicago Chicago #21</b>		<b>101019</b>		<b>\$160.00</b>	<b>Mint</b>	n		OoP	2
Reprint edition with paper counters. Modest yellowing of mag spine, map seam & edge of counters from sun exposure. ■ Mag & Game. Original printing had paper counters; most reprint copies had die-cut counters. 3 independent games: strategic Flight of the Goeben is cat & mouse in the Mediterranean, Aug 1914, as the German Goeben & escort tries to intercept critical French North African colonial troop transports and/or run to Turkey; the British hunt the Germans, the French protect their transports, while the Austrians & Italians wait in the wints. A good game. Tactical Goeben is a Jutland-like ship-ship combat system that can optionally be used to resolve combat. Chicago-Chicago is an interesting & unique game of the street demonstrations & police rioting during Democratic convention of August 1968. D.Williams/T.Morales/JD'70 / ARTICLES ON: N.Africa Campaign Analysis 1940-42, pt 2, the Commonwealth; Review of the 10 Test Series Games; Invasion game (first published in 1889, and reproducible from info in this issue).									
<b>Flying Circus #31</b>		<b>106940</b>		<b>\$35.00</b>	<b>Excell</b>	n		OoP	1
Complete. ■ Mag & Game. Plane-plane combat in WWI 1915-8 using a playable but reasonably complete system on air combat in the First World War. Includes 200 counters, cards depicting the characteristics of 6 German & 12 Allied aircraft. J.Dunnigan'72 / ARTICLES ON: War in the Air 1915-18; Franco-Prussian War 1870-1; Military NATO Symbology; Diplomacy strategy.									
<b>Frederick the Great #49</b>		<b>72234</b>		<b>\$39.00</b>	<b>Excell</b>	n		OoP	6
Mag & game. 4 scenarios game covering Frederick the Great in the Seven Years War. Elegent system rewards a war of maneuver. F.Davis, E.Curran'75 / ARTICLES ON: Frederick the Great, Campaigns of the Soldier King 1740-63; Blue & Gray Battles of Shiloh, Antietam, Gettysburg & chickamauga.									
<b>Germany, Battle for... #50</b>	<b>GmOnly</b>	<b>106481</b>		<b>\$49.00</b>	<b>Excell</b>	n		OoP	6
Complete. Rules stapled along spine. ■ GameOnly. Unique gm of the last year of the 3rd Reich. One player takes Soviets & western Germans, the other the western Allies & eastern Germans. Great, v.simple game, good for beginners or experts alike. J.Dunnigan'74									
<b>Grunt #26</b>		<b>104453</b>		<b>\$45.00</b>	<b>Excell</b>	n		OoP	2
Complete. Several sml stains on several pgs of mag. Game itself is clean. Others EX. ■ Mag & Game. Game of tactical combat missions in Vietnam, c.1965 in multiple scenarios. Co/pltn level, with hidden movement for the NVA player. First S&T issue published with die cut counters. J.Kramer'1971. / ARTICLES ON: Cohesion & Disintegration of American Froces in Vietnam; Waffen SS Forces; the Sea War, pt 4 of the North African Campaign Analysis.									
<b>Grunt #26</b>		<b>105429</b>		<b>\$75.00</b>	<b>Mint</b>	n		OoP	2
Clean. ■ Mag & Game. Game of tactical combat missions in Vietnam, c.1965 in multiple scenarios. Co/pltn level, with hidden movement for the NVA player. First S&T issue published with die cut counters. J.Kramer'1971. / ARTICLES ON: Cohesion & Disintegration of American Froces in Vietnam; Waffen SS Forces; the Sea War, pt 4 of the North African Campaign Analysis.									
<b>Kaiser's Battle #83</b>		<b>98798</b>		<b>\$20.00</b>	<b>Mint</b>	n		OoP	4
Mag & Game. Good game of German Mar 1918 offensive, the first use of strosstruppen in the West. Div level, 12hrs/turn, 200 counters. J.Balkoski'80 / ARTICLES ON: Kaiser's Battle, German Offensive in March 1918; Laws of War; Soviet Tank Repair in WWII; Task Force, US & Soviet Naval Doctrine in 1980s.									
<b>Kampfpanzer, Armored Combat 1937-40 #41</b>		<b>105931</b>		<b>\$22.00</b>	<b>Excell</b>	n		OoP	2
Mag & Game. Si-Move game of armored combat, 1937-40, in 9 scenarios covering SpanCiv War, Khalkin-Gol, Russo-Finnish war, & early WW2. 3.75min/turn, 100m/hex. J.Dunnigan'73 / ARTICLES ON: Development of Mechanized Warfare, 1935-40; the War in the East, 1941-5.									
<b>Kampfpanzer, Armored Combat 1937-40 #41</b>		<b>101057</b>		<b>\$40.00</b>	<b>Mint</b>	n		OoP	2
Map fold seam yellowed, otherwise cherry. ■ Mag & Game. Si-Move game of armored combat, 1937-40, in 9 scenarios covering SpanCiv War, Khalkin-Gol, Russo-Finnish war, & early WW2. 3.75min/turn, 100m/hex. JDunnigan'73 / ARTICLES ON: Development of Mechanized Warfare, 1935-40; the War in the East, 1941-5.									
<b>Kharkov #68</b>		<b>101267</b>		<b>\$45.00</b>	<b>Mint</b>	n		OoP	4
Cherry. ■ Mag & game. Game of the Soviet May 1942 offensive in the area immediately south of Kharkov, using Panzergruppe Guderian game system at rgt/div lvl. 1day/turn, 6.9km/hex. S.Patrick'78 / ARTICLES ON: Kharkov, the Spring 1942 Soviet Offensive; Naval SAMS; Agincourt, Triumph of Archery Over Armor, Oct. 1415; Descent on Crete errata; Mine Warfare.									
<b>Kharkov #68</b>		<b>92838</b>		<b>\$30.00</b>	<b>Excell</b>	n		OoP	4
Mag & game. Game of the Soviet May 1942 offensive in the area immediately south of Kharkov, using Panzergruppe Guderian game system at rgt/div lvl. 1day/turn, 6.9km/hex. S.Patrick'78 / ARTICLES ON: Kharkov, the Spring 1942 Soviet Offensive; Naval SAMS; Agincourt, Triumph of Archery Over Armor, Oct. 1415; Descent on Crete errata; Mine Warfare.									
<b>Lost Battles #28</b>		<b>106041</b>		<b>\$42.00</b>	<b>Excell</b>	n		OoP	2
Original copy. Complete. ■ Mag & Game. Reprint copy. 4 scenario game of btn/regt scale battles on the Eastern Front in WWII intended to characterizes the war in the east. Emphasizes logistics of movement esp along roads, and that inconveniences gamers who don't like that form of realism. JDunnigan'71 / ARTICLES ON: The War in the East; Dark Ages 500-1200AD.									
<b>Napoleon's Art of War #75</b>		<b>107214</b>		<b>\$49.00</b>	<b>Mint</b>	n		OoP	3
Cherry. ■ Mag & Game. Counters reverse printed in many copies of this game. 2 games: Eylau & Dresden. Eylau was a decisive defeat of the Russians in Feb 1807. Dresden, one of Nap's last victory's in Aug.1813. B.Jervis/Omar DeWit'79 / ARTICLES ON: Napoleon's Art of War; Artillery at Gettysburg July 1863; Soviet Rear Area Support; Special Forces & Operations in Contemporary Militaries; Modern Tank Ammo; brief reviews of FUSE Robert the Bruce, CP Sharpsburg, BEARHUG Zulu series (Rorke's Drift, Isandhlwana), CHAOS Militia & Mercenaris, HISTO Italian Campaign.									
<b>Napoleon's Art of War #75</b>		<b>92870</b>		<b>\$35.00</b>	<b>Excell</b>	n		OoP	3
Mag & Game. Counters reverse printed in many copies of this game. 2 games: Eylau & Dresden. Eylau was a decisive defeat of the Russians in Feb 1807. Dresden, one of Nap's last victory's in Aug.1813. B.Jervis/Omar DeWit'79 / ARTICLES ON: Napoleon's Art of War; Artillery at Gettysburg July 1863; Soviet Rear Area Support; Special Forces & Operations in Contemporary Militaries; Modern Tank Ammo; brief reviews of FUSE Robert the Bruce, CP Sharpsburg, BEARHUG Zulu series (Rorke's Drift, Isandhlwana), CHAOS Militia & Mercenaris, HISTO Italian Campaign.									
<b>Ney v. Wellington #74</b>		<b>100454</b>		<b>\$34.00</b>	<b>Excell</b>	n		OoP	2
Complete, 50% punched. ■ Mag & Game. Initial French encounter w/ English @ Quartre Bras. J.Balkoski '79									
<b>October War #61</b>		<b>105645</b>		<b>\$45.00</b>	<b>Mint</b>	n		OoP	Err 2
Counters reverse printed. Sml, lite spot on mag cover. ■ Mag & Game. Counters reverse printed in all copies of this game. Tac armored combat during Yom Kipper War of 1973. 11 scenarios. I.Hardy.76 / ARTICLES ON: Doctrine & Tactics in the Yom Kippur War, Oct. 1977; Highway to the Reich, Market-Garden Sept 1944.									
<b>Oil War #52</b>	<b>GmOnly</b>	<b>106556</b>		<b>\$15.00</b>	<b>V.Good</b>	n		OoP	4
Complete. Left & top margin of rules booklet has abrasions showing white of paper; rules stapled at spine. 3 blanks drawn on & made useless. Others EX. ■ GameOnly. Hypothetical combat in Persian Gulf in late 70s. Simpler game good for beginners. J.Dunnigan'75									
<b>Operation Grenade #84</b>		<b>106140</b>		<b>\$10.00</b>	<b>Fair</b>	n		OoP	4
Counters (esp US) die cut poorly such that half of unit values cut off (in the middle of a #) w/ part being offset to next unit. Counterset useable only after some counter-by-counter annotations; others punched & EX. ■ Mag & Game. 2nd gm in Victory in the West series. US 9th Army's offensive into Rhineland, Feb-Mar '45. J.Balkoski'81 / ARTICLES ON: Operation Grenade, Battle for the Rhineland, Feb-Mar 1945; Railroads & Military Operations; Nelson's Last Victory, Trafalgar, Oct. 1805.									
<b>Operation Olympic #45</b>		<b>98773</b>		<b>\$55.00</b>	<b>Mint</b>	n		OoP	4 1
V.sml (1/8") mar on upper lef of mag cover w/ some lite scuffing. clasp mar to ne sea hex of map; otherwise crisp & clean. ■ Mag & game. SOLITAIRE game (with 2-player rules) of the planned invasion of the southern-most Japanese home island, Kyushu, in Nov'45. Long a popular solitaire game. It depicts the orthodox understanding of the bitter nature of a possible invasion of Japan. 200 counters, 1wk/turn, 6.5km/hex. J.Dunnigan'74 / ARTICLES ON: Operation Olympic, Invasion of Japan; Footnote Observations on the Transiberian RR, Simove system, Tank, Napoleon at Waterloo, the Long March, Kampfpanzer; Science Fiction Futures; Seelowe Player Notes.									
<b>Operation Olympic #45</b>		<b>104411</b>		<b>\$48.00</b>	<b>Excell</b>	n		OoP	4 1
Complete & clean. ■ Mag & game. SOLITAIRE game (with 2-player rules) of the planned invasion of the southern-most Japanese home island, Kyushu, in Nov'45. Long a popular solitaire game. It depicts the orthodox understanding of the bitter nature of a possible invasion of Japan. 200 counters, 1wk/turn, 6.5km/hex. J.Dunnigan'74 / ARTICLES ON: Operation Olympic, Invasion of Japan; Footnote Observations on the Transiberian RR, Simove system, Tank, Napoleon at Waterloo, the Long March, Kampfpanzer; Science Fiction Futures; Seelowe Player Notes.									
<b>Panzer Armeek Afrika #40</b>		<b>105755</b>		<b>\$40.00</b>	<b>Excell</b>	n		OoP	4

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surcharge	General	Box	Out-of	Errata	Game #-of		
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale	Plyrs
Complete. Blank counter backsides marked with turn of appearance. ■ Mag & Game. Includes extensive errata for Fall of Rome #37 necessary to make that game truly playable. PAA is a fluid btn/Rgt lvl game of the war in N.Africa, 1941-2, played in monthly turns. Movement allowances are huge, emphasizing mobility & maneuver as a key aspect of the campaign. J.Dunnigan73 / ARTICLES ON: War in the Desert, June 1940-Dec. 1942; Seelowe, German Plan to Invade Britain 1940; Military Symbolology, NATO & tactical weapons symbols.										
<b>Panzer Battles #73</b>		<b>85844</b>		<b>\$22.00</b>	<b>Mint</b>	n	OoP			2
Indentations on cover of mag from being used as a writing surface. ■ Mag & Game. Tactical armor combat at Aracourt,44; Gazala,42; Berlin,45. 200m/hex, 5min/turn, sqd/pltn level. T.Walczyk79 / ARTICLES ON: Evolution of Mechanized Warfare 1939-71; British Army 1979; Armada 1st Errata; Cassino Errata; Small Arms in Modern Service; Mongols & the Impact on the Medieval West.										
<b>Panzergruppe Guderian #57</b>		<b>101252</b>		<b>\$65.00</b>	<b>Mint</b>	n	OoP			4
Slight sun discoloration to margins of mag pages; nothing dark or distinct, but most pages affected. ■ Mag & Game. The German drive to cross the Dnepr River & capture Smolensk in the fall of 1941, using a now classic rgt/div level system involving uncertain unit values for the Soviets & enhanced abilities for complete panzer divisions. 200 counters. J.Dunnigan76 / ARTICLES ON: the Smolensk Campaign, July-Aug 1941; NATO & Soviet tactical air doctrines; Invasion America, c2000; Russian Civil War 1918-22.										
<b>Paratroop #77</b>		<b>97418</b>		<b>\$30.00</b>	<b>Mint</b>	n	OoP	Err		2
Mag & Game. 3 games covering key airborne assaults during WWII: Eben Emeal (Belgium 1940), Crete (1941), Red Devil (Arnhem 1944). / ARTICLES ON: Paratroop, History of Airborne Operations; Cityfight, Combat in the Urban Environment; Great Medieval Battles, 1001-1500AD.										
<b>Patton's 3rd Army #78</b>		<b>67882</b>		<b>\$30.00</b>	<b>Mint</b>	n	OoP			4
Rules separated. ■ Mag & Game. Patton's Nov'44 campaign in the Lorraine area around Metz, just prior to the Bulge. Rgt/btn level, using the Victory in the West system. Allies must attack quickly but carefully to keep the Germans off balance. Rgt level, 200 counters, 1day/turn. J.Balkoski80 / ARTICLES ON: Patton's 3rd Army, Lorraine Campaign, Nov-Dec 1944; Soviet Artillery in Contemporary Era; Battle of Lepanto, Spain's Defense of Mediterranean Christianity in 16th Century.										
<b>Punic Wars, Rome v Carthage #53</b>	<b>GmOnly</b>	<b>89073</b>		<b>\$28.00</b>	<b>Mint</b>	n	OoP			6
GameOnly. ■ GameOnly. Strategic level game of land & naval combat thruout Europe & N.Africa during each of the 3 Punic Wars. Uses simple point units, with basic resource collection & production. I.Hardy75										
<b>Raid! Commando Ops in 20th Century #64</b>		<b>20873</b>		<b>\$20.00</b>	<b>Mint</b>	n	OoP			1
Mag & game. Game of tactical commando operations from WWII on to 1970s w/ 8 scenarios & DIY rules. Platoon leve, 200 counters, 25m/hex, 2min/turn. M.Herman77 / ARTICLES ON: Commando Operations in the 20th Century; Canadian Civil War, Separatism v Federalism in Modern Canada.										
<b>Revolt in the East #56</b>		<b>105452</b>		<b>\$35.00</b>	<b>Mint</b>	n	OoP			6
Very clean. ■ Mag & Game. Corp/army lvl game of a possible revolt of the various Warsaw Pact allied nations against Soviet control, w/ 3 scenarios. Relatively sml game w/ 100 counters, making it good for beginners interested in the subject matter. J.Dunnigan76 / ARTICLES ON: Warsaw Pact Rebellion in the 1970s; Firefight, US & SOviet Small Unit Tactics; Design Notes for Angola, Portugal in Africa (never published).										
<b>Revolt in the East #56</b>	<b>GmOnly</b>	<b>106557</b>		<b>\$12.00</b>	<b>Excell</b>	n	OoP			6
Complete. Rules stapled at spine. GameOnly. ■ GameOnly. Corp/army lvl game w/ 3 scenarios. J.Dunnigan, '76.										
<b>Road to Richmond #60</b>		<b>101255</b>		<b>\$25.00</b>	<b>Mint</b>	n	OoP			4
Some slight sun discoloration of upper page margins on some rear pages, just a slight yellowing. ■ Mag & Game. Confed army intercepts the relocating Union army as it moves to James Bay, July '62. Uses the Blue & Gray system, making it very suitable for beginners. Brig/div level, 400m/hex. J.Angiolo76 / ARTICLES ON: Peninsular Campaign, May-July 1862; 1976 SPI Annual Report; After the Holocaust, Nuclear Devastation of America.										
<b>Scrimmage #37</b>		<b>99040</b>		<b>\$35.00</b>	<b>Mint</b>	n	OoP			1
Large but lite stain on nearly all of one page of rules (showing on both sides); 1/2 sun discoloration on cover. ■ Mag & Game. Workable, but never popular, gm of American football on a hex grid, essentially conceptualized as a tactical wargame as only this designer could do. 100 counters. J.Dunnigan73 / ARTICLES ON: Ardennes Offensive, Battle of the Bulge Dec. 1944; Caporetto, Austro-German Offensive in Italy, Oct-Nov 1917.										
<b>Sicily, Race for Messina #89</b>		<b>24095</b>		<b>\$20.00</b>	<b>New</b>	n	OoP			4
Remnant copy: 2nd half-sized countersheet replaced by color copy, front & back. ■ Mag & game. Last SPI issue. Battle for Sicily, July-Aug 1943, using the Victory in West system. 2days/turn, 3mi/hex, btn/rgt level, 300 counters. D.rustin81 / ARTICLES ON: Sicily, the Race for Messina; Lee v McClellan, the Maryland Campaign, Sept. 1862; Brief reviews of: Hitler's War 1st, Command at Sea 1st, Trenchfoot.										
<b>Sicily, Race for Messina #89</b>		<b>106102</b>		<b>\$24.00</b>	<b>Excell</b>	n	OoP			4
Complete. Counters normal. Few finger print mars on mag cover. ■ Mag & game. Last SPI issue. Battle for Sicily, July-Aug 1943, using the Victory in West system. 2days/turn, 3mi/hex, btn/rgt level, 300 counters. D.rustin81 / ARTICLES ON: Sicily, the Race for Messina; Lee v McClellan, the Maryland Campaign, Sept. 1862; Brief reviews of: Hitler's War 1st, Command at Sea 1st, Trenchfoot.										
<b>Siege of Constantinople #66</b>		<b>104455</b>		<b>\$38.00</b>	<b>Excell</b>	n	OoP			4
30% punched, complete. Some v.sml abrasions on cover of mag. ■ Mag + Game. Operational lvl game of the Ottoman assault on the heavily fortified city of Constantinople, 1453. Ottomans must use vastly superior numbers, their siege cannon & mining to undermine & overwhelm the fortified walls of the city and swarm over the outnumbered defenders. Good game. 200yd/hex, about 2days/turn. R.Berg78 / ARTICLES ON: the Siege of Constantinople 1453AD; Descent on Crete, May 1941.										
<b>Siege of Constantinople #66</b>		<b>101265</b>		<b>\$50.00</b>	<b>Mint</b>	n	OoP			4
Cherry. ■ Mag + Game. Operational lvl game of the Ottoman assault on the heavily fortified city of Constantinople, 1453. Ottomans must use vastly superior numbers, their siege cannon & mining to undermine & overwhelm the fortified walls of the city and swarm over the outnumbered defenders. Good game. 200yd/hex, about 2days/turn. R.Berg78 / ARTICLES ON: the Siege of Constantinople 1453AD; Descent on Crete, May 1941.										
<b>Sixth Fleet #48</b>		<b>98781</b>		<b>\$35.00</b>	<b>Mint</b>	n	OoP			2
Cherry. ■ Mag & game. Simpler game of naval & air combat in the Mediterranean Sea in the '70s. 100 counters. J.Dunnigan75 / ARTICLES ON: Sixth Fleet, US-Soviet Naval Operations in the the Mediterranean in the 1970s; Global War, the War Against Germany & Japan, 1939-45; SPI Annual Report.										
<b>South Africa, Vestige of Colonialism #62</b>		<b>101256</b>		<b>\$40.00</b>	<b>Mint</b>	n	OoP			6
1/2" tear on mag cover repaired. Some sun discoloration to margins of mag pages. ■ Mag & game. Guerilla & conventional revolt in S.Afrika thru the '70s. I.Hardy77 / ARTICLES ON: South Africa, Vestige of Colonialism; Fulda Gap, the First Battle of the Next War; October War errata.										
<b>Stonewall in the Shenandoah #67</b>		<b>101266</b>		<b>\$30.00</b>	<b>Mint</b>	n	OoP			4
2 edges of separate errata sheet brittle & yellowed from sun exposure. Mag spine sun discolored. Otherws clean. ■ Mag & game. Grand tactical game of the battle of Kernstown, March 1862, between Jackson's Valley Army & Shield's division. Small battle using the TSS/GBACW game system. 100 counters, 125yd/hex, 20min/turn, regt level. M.Herman78 / ARTICLES ON: Stonewall in the Shenandoah 1862; Modern Amphibious Operations; Effectiveness of AA Defenses; Napoleon's Revolution in Logistics; Siege of Constantinople errata.										
<b>Strategy &amp; Tactics (SPI) # 58</b>		<b>92256</b>		<b>\$6.00</b>	<b>Excell</b>	n	OoP			Z
Mag only; no rules. ARTICLES ON: Pizarro & the conquest of Peru, 1524-33; Nuclear submarine & anti-submarine warfare; ERRATA for Panzergruppe Guderian #57; the Rhodesian army; military spending worldwide.										
<b>Strategy &amp; Tactics (SPI) Book I</b>		<b>106831</b>		<b>\$55.00</b>	<b>Mint</b>	n	OoP			Z
Some scuffs on upper 1/2" of cover. ■ First of a set of 4 compilation booklets reprinting the full & complete contents of the 17 early, pre-SPI issues of S&T. This issue reprints issues #1-6. Index of this booklets content included on back cover together with an essay from original publisher, Chris Wagner, describing each issue. A must for collectors. '70										
<b>Strategy &amp; Tactics (SPI) Book II</b>		<b>106832</b>		<b>\$55.00</b>	<b>Mint</b>	n	OoP			Z
Second of a set of 4 compilation booklets reprinting the full & complete contents of the 17 early, pre-SPI issues of S&T. This issue reprints issues #7-12. Index of this booklets content included on back cover describing each issue. A must for collectors. '70										
<b>Strategy &amp; Tactics (SPI) Book III</b>		<b>106833</b>		<b>\$60.00</b>	<b>Mint</b>	n	OoP			Z
Compilation & reprint of complete contents of early issues of S&T (#7-12 in this issue). '70										
<b>Strategy &amp; Tactics (SPI) Book IV</b>		<b>106834</b>		<b>\$60.00</b>	<b>Mint</b>	n	OoP			Z
Includes Crete game within pages of mag. Compilation & reprint of complete contents of early issues of S&T (#7-12 in this issue). '70										
<b>Tank! #44</b>		<b>99121</b>		<b>\$30.00</b>	<b>Mint</b>	n	OoP			1
Slight sun discoloration to rules cover page. ■ Mag & game. Base Tank! game focusing on the basics of combat between individual AFVs, tanks and infantry fire teams. Includes specs for a good crosssection of AFVs from World War II. J.Dunnigan74 / ARTICLES ON: Tank, a Weapon Systems Survey; Sea War in the Age of Sail, 1650-1830.										
<b>Tank! #44</b>		<b>105766</b>		<b>\$20.00</b>	<b>V.Good</b>	n	OoP			1
Substantially complete: missing 2 counters, ID included. A few counters have writing on blank backsides. Includes photocopy of most (but not quite all) of Tank Expansion rules & charts. ■ Mag & game. Base Tank! game focusing on the basics of combat between individual AFVs, tanks and infantry fire teams. Includes specs for a good crosssection of AFVs from World War II. J.Dunnigan74 / ARTICLES ON: Tank, a Weapon Systems Survey; Sea War in the Age of Sail, 1650-1830.										
<b>Tito #81</b>		<b>98768</b>		<b>\$19.00</b>	<b>Mint</b>	n	OoP			6
1 unit loose from tree; otherws mint & clean. ■ Mag & Game. Guerilla war in Yugo thruout war using area move. Never a popular game, but an innovative & accurate system nonetheless. D.Rustin80 / ARTICLES ON: Tito & His Partisan Army in Yugoslavia, 1941-5; Chemical Warfare, Prospectives & Potential; Israeli Air Force & Order of Battle.										
<b>Veracruz, US Invasion of Mexico 1847 #63</b>		<b>72241</b>		<b>\$35.00</b>	<b>Mint</b>	n	OoP			4
Rules separated. ■ Mag & game. US invasion of central Mexico at Veracruz & the subsequent drive on & capture of Mexico City that ended the Mexican-American War with a US victory in 1847. Includes coverage of diseases & the political elements of the war for both sides. 200 counters, 5mi/hex, 1wk/turn, btn/rgt level. R.Berg77 / ARTICLES ON: US Invasion of Mexico, 1847; Historical Impact of Disease.										

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print?	Incl?	Scale	Plyrs
See page 1 for an explanation of the various codes & column data used in this catalog.												
<b>Veracruz, US Invasion of Mexico 1847 #63</b>		104560		\$24.00			Excell	n	OoP			4
Complete. ■ Mag & game. US invasion of central Mexico at Veracruz & the subsequent drive on & capture of Mexico City that ended the Mexican-American War with a US victory in 1847. Includes coverage of diseases & the political elements of the war for both sides. 200 counters, 5mi/hex, 1wk/turn, btln/rgt level. R.Berg77 / ARTICLES ON: US Invasion of Mexico, 1847; Historical Impact of Disease.												
<b>Wilson's Creek #80</b>		101402		\$40.00			Mint	n	OoP			3
Mag & Game. Third game in the Great Battles of the Am Civil War series. Aug 1861 bt 5mi SW of Springfield that kept the state of Missouri in the Union. A Union force under Lyon launches a surprise attack against Confeds under McCulloch & the Missouri State Guards. Aside from a corn field in the middle, the area was densely wooded. Rgt level, 200 counters. R.Wright'80 / ARTICLES ON: Battles in the West, Wilson's Creek to Pea Ridge; Sleep Loss in Continuous Battle; Empires of the Middle Ages.												
<b>Wolf Pack #47</b>		101043		\$65.00			Mint	n	OoP			2 1
Modest disoloration to blank backsides of a dozen counters. Significant disoloration of one map panel from contact with counters. Others very clean. ■ Mag & Game. Popular SOLITAIRE game of U-Boat campaign in N. Atlantic during the critical period in early 1943. 200 counters, 4 monthly scenarios. J.Dunnigan'74 / ARTICLES ON: German Submarine Warfare in the Atlantic, 1939-43; World War III, the Potential for conflict in the 1970s; Main Article Index for S&Ts 19-47.												
<b>World War I #51</b>		101041		\$75.00			Mint	n	OoP			6
Slight discoloration in center margin of mag; others cherry & very clean. ■ Mag & game. Strategic level game of WWI throuout Europe using resource points as the essential representation of national resources & will. Effective, elegant design with but 100 counters & small map. RECOMMENDED. J.Dunnigan'75 / ARTICLES ON: World War I; Fast Carriers Weapon Systems.												
<b>Year of the Rat, Vietnam 1972 #35</b>		104452		\$42.00			Excell	n	OoP			4
Complete. Margin of 1 side of map wrinkled. ■ Mag & Game. Brig/div level game of the Communist 1972 offensive that nearly routed ARVN forces in the North. Good, tense game. RECOMMENDED. J.Prados'72 / ARTICLES ON: Year of the Rat, Vietnam 1972; 1812 Campaign, Napoleon in Russia.												
<b>SRG Products</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
<b>Counter Tray, 11x14 Sized w/ Lid</b>		94352		\$6.00			Excell	n	OoP			Z
Tray cover yellowed. ■ Lrg flatbox sized plastic counter tray w/ locking lid.												
<b>Steve Jackson Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
<b>Car Wars Classic 6th</b>		106220		\$14.00			New	SC	OoP			1 M
Reprint of the classic Car Wars game in a less elaborate form. Players do combat in the streets of a urban environment, with weapons of all sorts, armor, power plants, etc. Includes 103 counters, 64pgs of rules & a dbl-sided map of an arean & raceway. Previously awared Origins award for Best Sci-Fi Game; 1.5mil sold tells you something! '14												
<b>GURPS Space 2nd</b>		100268		\$10.00			Excell	Bk	OoP			A M
Cover scuffed, others EX. ■ 128pg Sourcebook for Gurps providing rules for gaming the far reaches of space with 21 character types, 3 humanoid & 4 alien species; gadgets & tech; starship construction spanning generations, etc. Quick but detailed abstract combat rules included. Awared best Role Playing Supplement in 1988. '90												
<b>Ogre Pocket Edition [7th]</b>		105574		\$2.75			New	Fo				1
Downsized & retro version of Ogre, complete with map that duplicates the hand drawn map (and price) of the 1st edition. Complete game with 140 counters, rules & map. S.Jackson'14												
<b>Ogre/GEV 3rd: Reinforcement Pack</b>		102926		\$19.00			New	zl	OoP			2
New & previously published components for the Ogre & GEV game system. Includes 4 new scenarios, new rules, 3 counter sheets & an Ogre variant. '00												
<b>Star Fist</b>		83194		\$35.00			Mint	BC	OoP			1
Sml # of useful annotations on rules; others mint. ■ Sml # of useful annotations on rules; others mint. Simpler game of tactical space combat as a Terran space fleet attempts to destroy a rebel base embedded in a large asteroid & destined to destroy a key starbase. Uses simple vector movement system akin to Triplanetary. S.Jackson'91												
<b>Steve Jackson Games F&amp;M</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
<b>Kamikaze #31</b>		106836		\$25.00			Mint	n	OoP			2
Mag + Game. w/Fire & Movement mag #31. Simpler game of Japanese Kamikaze attacks on US ships late in WWII with air-air, ship-air, air-ship combat and reasable amount of detail. 3 scenarios, 12 ship types. 210 dbl-sided counters printed on cardstock & must be cut apart. D.Lombardy, J.Radkin'82 / ARTICLES ON: YAQ Battles & Leaders review & design notes plus First Day at Gettysburg scenario; YAQ United Nations review; Kamikaze historical notes; Review of 8 Vietnam games from the perspective of Perry Moore, cold warrior; short takes on GDW's Soldier King, PHOENIX Zulu Attack, VAE VICTIS Valmy, MOORE Plains of Khuezesta, FGU Giac My, TIMELINE Morrow Project.												
<b>Strange Magic Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
<b>Material World [Revised]</b>		16097		\$35.00	**		Mint	LB **	OoP			8 5
Revised edition has modified rules. Simpler 2-5 player gm of developing worldwide trade & technology levels. Simpler multiplayer gm or more sophisticated family game. K.Mitchell, A.Papahadjopoulos'95												
<b>Strategic Studies Group</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
<b>Vittoria, Battle of...</b>		95488		\$32.00			Mint	HC	OoP			2
Most white markers have speckles thru printing process, a minor cosmetic flaw. ■ Includes errata for Salamanca. Key battle between Wellington & Joseph, June 1813. '81												
<b>Strategy Gaming Society</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
<b>SGS Region 9 Play Aids Kit</b>		69358		\$15.00			Mint	n	OoP			Z
Charts & color maps created for 3 games previous published as intro games in books or mags: Waterloo 20 from Strategist v30 Issue 10 #339 (June 2000); Kassaia from Complete Book of Wargames (1980); Drive on Metz from Complete Wargames Handbook												
<b>Swedish Game Productions</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
<b>Defiance, Battle of Xuan Loc</b>		98655		\$30.00			Mint	SB	OoP			3
Some counters loose from tree in strips. Box show some minor creases, concaving & 2 stray ink marks. Others mint. ■ Last ditch defense of Xuan Loc astride the hwy to Saigon, Apr 1975 by a lone ARVN div v 4 NVA divs, the last act of the 2nd Vietnamese War. P.Moore												
<b>Southern Flank</b>		2715		\$40.00			Mint	SC	OoP			4
End panels creased. Counter backsides printed slightly askew, causing unit size indicator to be partially cut off w/ no impact. ■ End panels creased. Counter backsides printed slightly askew, causing unit size indicator to be partially cut off w/ no impact. Another fanciful, self-delusional cold war scenario presuming a Soviet and Bulgarian assault on Istanbul to capture the vital Bosphorus Straights during the outbreak of WW3. P.Moore'81												
<b>Task Force Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
<b>4th Reich, Puremen v Mutants</b>		102396		\$25.00			Mint	HC	OoP			6
Sml, simpler 2 player gm of the pure humans' war to the death w/ numerically superior human mutants in central & eastern Europe in a post-holocaust world. D.Lombardy'85												
<b>East Wind Rain, 2nd</b>		2721		\$35.00			Mint	BC	OoP			6
Moderate size, complex gm of entire war in Pacific at large scale, Hawaii to India on 1 map. A loser. Revised & reprinted from 1st ed by WWW. M.McLaughlin, C.Bruegge'84												
<b>Escape from Altassar</b>		26804		\$9.00			New	zl	OoP			2
Cannablistic nationals deal with a massive escape by armed POWs destined to become dinner. Game is just as creative as the scenario. D.Campagna'83												
<b>Grand Army of the Republic</b>		102676		\$25.00			Mint	BC	OoP			6
4" of ea of 2 box cover edge tears repaired. Box mildly deformed & crease but structurally intact. Components cherry. ■ Unusual, simpler strategic Civil War game for 2 players or teams. Area move, economics, land & sea, cards. Designed to have the Axis & Allies feel. R Nord'88												
<b>Intruder</b>		98219		\$12.00			V.Good	zl	OoP			2
Some soiling of map, wear to counters & esp soiling of rules thru use. Complete. ■ Aliens movie in game form. Exploration space ship discovers that a cute specimen grows & metamorphoses into a real nasty bugger. B.D.Sustare'80												
<b>McPherson's Ridge</b>		2730		\$45.00			Mint	BC	OoP			2
Crease along one box cover side edge. ■ Buford's 1st Cav attempts to delay Heth at Cemetary Ridge thru 1st Day at Gettysburg. Rgt lvi, fast playing w/ fair amt of detail & color. R.V.Buck'80												
<b>Musketeers</b>		91195		\$34.00			Mint	HC	OoP			1 3
Cherry. ■ Simpler gm w/ elaborate rules. 1-3+ players assume role of A Dumas's 3 Musketeers, engaging in stealth & man-man duels, derring-do, etc. Captures better aspects of role playing gms w/in a board game. R.V.Buck'85												
<b>Star Fleet Battles: R2 Module</b>		90297		\$6.00			Mint	Bk	OoP			1 M

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surcharge Flag	General	Box	Out-of	Errata	Game #-of		
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale	Plyrs
Module adding newer or specialized ships for the Fed, Kzinti, Orion & Andromedan races.										
<b>Viceroy</b>		2739		\$27.00	Mint	BC	OoP	Err	6	
Fast playing 1-7 player game of expansion, diplomacy in the new world. 3 scenarios plus several variant rules. Players have few units active each turn, and options include building an empire or raiding others' empires. Includes solitaire rules for each scenario. 432 counters. Fun. McLaughlin'87										
<b>Viceroy</b>		106053		\$28.00	New	BC	OoP		6	7
Fast playing 1-7 player game of expansion, diplomacy in the new world. 3 scenarios plus several variant rules. Players have few units active each turn, and options include building an empire or raiding others' empires. Includes solitaire rules for each scenario. 432 counters. Fun. McLaughlin'87										
<b>Viceroy: Columbus Expansion Set</b>		103654		\$17.50	New	Fo	OoP		6	M
Adds China as 8th player & more cards, discoveries, etc. M.McLaughlin'92										
<b>Warriors of the Batak</b>		13743		\$10.00	New	zl	OoP		2	
Sci-fi btl between 2 diverse sides & weapon systems. '81										
<b>TCS Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>I Obey!</b>		74394		\$18.00	New	Fo			4	
Garibaldi's 1866 Bezzeca campaign thru the Alps against the Austrians while the Austrians are tied up fighting the Prussians elsewhere. DTP Game published in Italy w/200 unmounted, color counters & a map in 2 sections. R.Chiavini'01										
<b>Innocence Lost</b>		63603		\$18.00	New	Fo			3	
Grand tactical game of the first Bull Run. Produced by an Italian company to Desk Top Publishing standards w/ 120 color, unmounted counters & a map in 2 sections. R.Chiavini'03										
<b>Montebello, First Step to Freedom</b>		64948		\$11.50	New	n			3	
Small battle between the Franco-Piedmontese Army and the Austrian Army, May 1859, early in the 2nd Italian War of Independence. 500m/hex, 30min/turn. 70 color counters that must be mounted & cut apart, 11x17 color map. R.Chiavini'03										
<b>Terran Games, Inc.</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Bastogne or Bust!, 2nd</b>		103789		\$25.00	New	BC			4	
Another moderate complexity, rgt lvl gm of the entire Btl of the Bulge. Nice components, w/ rules for many of the unique features of the campaign such as von der Heydte, fuel, traffic, air power, etc. 2nd ed cleans up a small # of rules questions. C.Hendrix'96										
<b>Legend Begins, N.Africa 1940-2, 3rd</b>		103223		\$35.00	New	HC	OoP		4	
Stunning map & RECOMMENDED game of N. African campaign from the '40 Italian incursion to El Alamein. This version revised & enhanced gm w/ 5 new scenarios & redone counters. Ex solitaire potential. M.Simonovich'94										
<b>Third Millenia BATTLEFLAG</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>First Indochina War 1950-52 2nd</b>		105743		\$20.00	Mint	n	OoP		6	
Reprint as a stand-alone game packaged in an envelope. Simpler, undeveloped game of 1st Vietnam War between the Vietminh v French in Laos & northern Vietnam, 1950-52. Btl/rgt level. G.Hall'74										
<b>Flying Tigers, 2nd</b>		2745		\$35.00	Mint	BC	OoP		6	
Update w/ some non-functional colorization of the earlier, Poultron Press edition of this game of large scale aerial combat (using Btl of Britain/Luftwaffe system). This edition colorizes the map, die cuts the counters, and adds "army" and "navy" variant rules that increase the difficulty of a Japanese victory. Orig published by Third Millenia, then repackaged by the designer in a photocopy-covered generic, Gamescience box. Covers the air campaign between the advancing Japanese & the Flying Tigers in 1942. Somewhat abstracted in that a single large bombing raid "captures" a base permanently, representing advancing land forces. L.Zocchi'73										
<b>Flying Tigers, 2nd</b>		103361		\$25.00	Mint	zl	OoP		6	
Update w/ some non-functional colorization of the earlier, Poultron Press edition of this game of large scale aerial combat (using Btl of Britain/Luftwaffe system) over Burma. This edition colorizes the map, die cuts the counters, and adds "army" and "navy" variant rules that increase the difficulty of a Japanese victory. Covers the air campaign between the advancing Japanese & the Flying Tigers in 1942. Somewhat abstracted in that a single large bombing raid "captures" a base permanently, representing advancing land forces. L.Zocchi'73										
<b>Operation Market-Garden</b>		87540		\$25.00	Mint	n	OoP		4	
Crisp & clean. ■ Crisp & clean. Modest sized, early & now rather colorless game of the Allied Sept'44 Market-Garden offensive involving a para drop in northern Holland and a focused armored assault overland to Arnhem. Operational level. VJ Stribling'73										
<b>Salerno 2nd</b>		106968		\$29.00	Mint	n	OoP		3	
Early, simpler, monochrome game of the grand tactical situation at the Allied invasion of the Italian mainland at Salerno, Sept.1943. Btl/lvl, 12hrs/turn. Reprinted from Third Millenia mag version. V.Stribling'72										
<b>Sea Lion</b>		41349		\$35.00	Mint	n	OoP	Err	4	
Pouch version w/ addendum. ■ Pouch version w/ addendum. Simple, crude in that early 70s style, game of the hypothetical German invasion of Britain sometime between July-Aug 1940. Air is an abstracted ground support force. V.Stribling'73										
<b>Sea Lion</b>		106962		\$35.00	Mint	n	OoP		4	
Pouch version w/ addendum. ■ Pouch version w/ addendum. Simple, crude in that early 70s style, game of the hypothetical German invasion of Britain sometime between July-Aug 1940. Air is an abstracted ground support force. V.Stribling'73										
<b>Search for the Graf Spee</b>		107200		\$25.00	Mint	n	OoP		1	
Simple, early game of the British effort to locate & destroy the Graf Spee thruout the S.Atlantic while she preys on unprotected merchant ships. Graphically Spartan, this is a decent game of cat & mouse in the south Atlantic early in WWII. 119 counters. '73										
<b>Shiloh, 2nd</b>		106963		\$25.00	Mint	n	OoP		3	
Cherry mint. ■ Some stray marks on rules cover. 1973 rev of this regiment level game of Shiloh orig published in Battleflag #12.										
<b>TSR Ares Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Omega War #14</b>		31670		\$25.00	New	n	OoP		6	
Mag & game. Full sized 2 player, strategic lvl gm of a rebellion in North America against World Union forces long after a devastating nuclear war, c2419. 200 counters, 130km/hex, div level. Long & short campaigns. DJ.Ritchie'83 / ARTICLES ON: Solar variations & changing climates (timely, eh?); Movie reviews of High Road to China, Videodrom, Blue Thunder; Notes on simulating Omega; reviews of GDW Invasion Earth, Chaosium's Dragon Pass; 9pgs additional DragonQuest rules.										
<b>Universe: Mongoose &amp; Cobra Module #17</b>		88679		\$10.00	Mint	n	OoP		1	M
Mag & game. Inventory sticker on mag cover. Final issue of Ares magazine. Game is a stand-alone module for Universe, and compatible with other games of that series. Game-mastered adventure scenario best with 4-7 players. Galactic navy has disguised a frigate as a merchant ship to lure annoying pirates to attack and end their threat; many of the characters on board are unaware of the situation. J.Butterfield'81 / ARTICLES ON: Wreck-creation in Gamma World; Sowrd in the Dirt & Game of Hoople fiction; Pancake Alley - driving fast & dangerously in SJJ Car Wars; The Zamra, weapon of the Yazirians, a Star Frontiers variant; Enhanced Delta Vee starship rules; book reviews of Autoduel Champions, Car War Reference Screen, Traveller Scouts Handbook, FASA Klingons Sourcebook; errata for Into the Void and Nightmare House (both #15).										
<b>TSR Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Blue &amp; Gray Quad, 2nd</b>		102672		\$30.00	Excell	BC	OoP		4	
W/counter tray. Map seam wear repaired. Tape & remanents on box side & btm. Box creased along boxtop side; some scuffing. ■ Four simpler games on btls of Antietam, Cemetery Hill, Shiloh, Chickamauga. Uses the common Blue & Gray folio game system. Essentially reprinted with greater color from the SPI version. '84										
<b>Counter Tray, TSR Style Bookcase Tray</b>		81397		\$3.50	Mint	n	OoP		Z	
TSR style bookcase counter tray, a 2pc design with a "locking" lid (that will pop open if jarred). Very similar to SPI design.										
<b>Europe Aflame</b>		106665		\$29.00	** Excell	GB **	OoP		8	4
30% punched, complete. ■ 2-4 player game of World War II in all of Europe at strategic scale using stand-up units ala Red Star Rising. 2 scenarios & campaign. Something of an odd duck as the physical system tilts towards beginners, but this is actually a fairly elaborate & sophisticated game complete with production & much chrome. D.Cook'89										
<b>Firefight, 2nd</b>		2783		\$22.00	Mint	BC	Going	Err	1	
Some abrasions to box btm edge. No counter tray. Components cherry. ■ Rules & charts printed in color! Fire team lvl tac combat to show key dynamics of modern US v USSR combat: Lethality of weapons, terrain, combined arms. 3 lvls of complexity. JD & I.Hardy '84										
<b>Firefight, 2nd</b>		97269		\$25.00	New	BC	Going		1	
Rules & charts printed in color! Fire team lvl tac combat to show key dynamics of modern US v USSR combat: Lethality of weapons, terrain, combined arms. 3 lvls of complexity. JD & I.Hardy '84										
<b>Gleam of Bayonets</b>		103284		\$77.00	Mint	BC	OoP		2	



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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surchage	General	Box	Out-of	Errata	Game #-		
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale	Plyrs
No countertrays. Mild scent of perfume or smoke, otherwise clean. ■ Bloodiest day in Civil War using TSS system: Antietam, Sept 1862. 2 colorful maps, 1600 counters. GBACW series. R.Berg '83										
<b>Icebergs</b>		<b>87288</b>		<b>\$12.00</b>	<b>Excell</b>	SC	OoP		1	M
Quick, simple gm of dodging ice flows in the arctic by 2-6 players' supertankers. '82										
<b>Onslaught, D-Day to the Rhine</b>		<b>2806</b>		<b>\$25.00</b>	<b>Mint</b>	FB	OoP		4	
Cherry. ■ Simpler game of the war in the west, 1944, designed for Beginners, but good for a quick game between experienced gamers. The limitation is the lack of scenarios that force a game too long for beginner's taste. '86										
<b>Sniper!, 2nd: Hetzer</b>		<b>2821</b>		<b>\$45.00</b>	<b>Mint</b>	BC	OoP		1	
w/counter tray. ■ Stand-alone add-on to Sniper system. Covers close qtr fighting on West Front in WW2 from France'40, Italy, Normandy. Adds common AFVs to game system. S.Winter'87										
<b>Twilight War</b>		<b>87700</b>		<b>\$18.00</b>	<b>Excell</b>	BC	OoP		6	4
No counter tray. Counters intermixed. ■ Simple 2-4 player game of French Resistance, 1944. 1984.										
<b>WWII, Pacific Theater of Operations</b>		<b>106936</b>		<b>\$75.00</b>	<b>New</b>	DC	OoP		6	
Shrinkwrapped. ■ Colorful, smooth playing game of WW2 in Pacific. One of the best on the subject; RECOMMENDED. 11 scenarios including extended campaign game (*37-45). D.Niles'91										
<b>WWII, Pacific Theater of Operations</b>		<b>88379</b>		<b>\$49.00</b>	<b>Excell</b>	DC	OoP		6	
w/2 counter trays; punched but unused & v.clean. ■ Colorful, smooth playing game of WW2 in Pacific. One of the best on the subject; RECOMMENDED. 11 scenarios including extended campaign game (*37-45). D.Niles'91										
<b>TSR S&amp;T Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>American Civil War ['83] #93</b>		<b>101466</b>		<b>\$39.00</b>	<b>Mint</b>	n	OoP		6	
Mag & game. Cherry. ■ Mag & game. Am Civil War at strat lvl, 200 cntrs. B.Shelly, J.Reiser'83 / ARTICLES ON: German Mobilization in WWII: Motorized & Panzer Grenadier Divs; von Luchins & the Voyage of teh German Seeadler, 1916; Berg's Review of games: Victory at Waterloo, Remember Gordon, VG Civil War, Red Army, With Fire & Sword; American Civil War, 1861-5, Roots of Southern Defeat; Wars of the Roses; errata for RDF #91, Iwo Jima #92.										
<b>Central Command #98</b>		<b>97465</b>		<b>\$26.00</b>	<b>Mint</b>	n	OoP		2	
Cherry. ■ Mag & Game. Air-land combat between elite, airmobile formations of the Superpowers in the Straits of Hormuz area of the Mid-East. 2 scenarios, btl/nrgt level. C.Kamps'84 / ARTICLES ON: Blue & Gray expanded rules variant w/ revised CRT, Cav & leader rules; Singapore #96 optional rules & 1939 scenario; Generalship of Russian Suvorov, 18th century leader; Carriers: large or small?; Superpowers at the Straights of Hormez; Berg's Review of games: VG Vietnam, Bleam of Bayonets, Ortona, Peter the Great, Firebreaks, & Orignins '84; errata for Gleam of Bayonet, Singapore #96, Soldiers of the Queen #95.										
<b>Hastings, 1066 #110</b>		<b>97438</b>		<b>\$45.00</b>	<b>Mint</b>	n	OoP		2	
Mag & Game. Tactical battle of 1066 in which Normans decisively defeated Saxons, shaping Britain forever after. Berg'86										
<b>Monmouth #90</b>		<b>67879</b>		<b>\$22.00</b>	<b>Mint</b>	n	OoP		2	
Mag & Game. First TSR issue. Battle of Monmouth, June 1778, the longest battle of the Am Revolution. Washington attacks the Brits as they retreat from Philadelphia, catching their rearguard under Clinton. D.Martin, L.Millman, E.Smith'82 / ARTICLES ON: Battle of Monmouth, US Takes the Offensive, June 1778; '73, the Arab-Israeli Conflict.										
<b>Monty's D-Day #102</b>		<b>105727</b>		<b>\$45.00</b>	<b>Mint</b>	n	OoP		4	
Rules separated. ■ Mag & Game. Co/Btl level game of the battles on the first day along the British sector of the D-Day invasion. Emphasizes deployment formation as the key variable for movement or combat. 200 counters, 2 scenarios. Popular game. J.Prados'85 / ARTICLES ON: the British at D-Day; Heavenly Kingdom of Great Peace - Rebellion in China 1850-64; the French Rapid Action Force; Variant for Napoleon's Last Battles; Napoleon's Available Forces in 1815; Abbreviated index to S&T games & lead articles published thru #102; Reviews of: SIMCAN Schnellboote and Power & Resolution, AH Hitler's War 2nd, 3W China Incident #37, Moscow '41; Reflections on the Decline of Wargaming; Replay with ERRATA of Thunder at Luetzen #99 and Superpowers at War #100.										
<b>Nordkapp, Battle for Norway #94</b>		<b>101465</b>		<b>\$40.00</b>	<b>Mint</b>	n	OoP		4	
Cherry. ■ Mag & game. Nato-Soviet conflict in N. Scandinavia as Soviets attempt to grab airbases. C Kamps '83 / ARTICLES ON: German Mobilization in WWII: Mountain & Parachute Divisions; Belisarius, Sword of Justinian; Nordkapp, WWII in the Arctic Circle; German Invasion of Scandinavia: Norway 1940; Berg's Review of games: Hell's Highway, Destroyer Captain, Rommel in the Desert 1st, Decision at Kasserine #23; Berg on Tactical Civil War games, TSS v Sharpshurg; errata for American Civil War #93; Two-player rules for Iwo Jima #92.										
<b>Pleasant Hill #106</b>		<b>105723</b>		<b>\$35.00</b>	<b>Mint</b>	n	OoP		2	
Very clean. ■ Mag & Game. GBACW v7. Taylor's confeds attack Bank's prepared position in Louisiana, Apr'64, forstalling further Union threats to Texas. Martin & Millman'86										
<b>Rapid Deployment Force RDF #91</b>		<b>101467</b>		<b>\$35.00</b>	<b>Mint</b>	n	OoP		2	
Cherry. ■ Mag & game. Tactical use of US Rapid Deployment Forces as "modern cavalry" in 6 scenarios in Persian Gulf & Mid-East. M Herman, J.Rieser'83 / ARTICLES ON: US RDF Rapid Deployment Force, Global Cavalry for the 1980s; Military stereotypes of the 1600-1700s; American Rations in the Revolutionary War; Clausewitz on War; the Battle Over Britain, Aug-Spt 1940.										
<b>Road to Vicksburg #103</b>		<b>97462</b>		<b>\$20.00</b>	<b>Mint</b>	n	OoP		4	
Cherry. ■ Mag & Game. Decisive btl of Champion Hill, May 1863, that decided Vicksburg campaign. Blue & Grey system, rgt/brig level.										
<b>Ruweisat Ridge #105</b>		<b>97461</b>		<b>\$25.00</b>	<b>Mint</b>	n	OoP		4	
Cherry. ■ Mag & Game. Grand tactical game of btls near El Alamein, July 42. D.Niles'85 / ARTICLES ON: US Invasion of Abemama 1943; Punishment in the Roman Legions; NATO v Warsaw Pact Force Balance; Limits of Mongol Accomplishments; Ruweisat Ridge, the first battle of El Alamein, July 1942; US M3 Grant Tank; Siege of Alesia 52BC; Gettysburg Revisited; Berg reviews: SGP Gates of Moscow, Behind Enemy Lines, WWW End of the Iron Dream #42, VG Sixth Fleet; Summer 1942 East Front scenario for WWII ETO 2nd; strategy in Road to Vicksburg #103, with new scenario & ERRATA; problems of modern wargaming: OoBs, maps & theory; ratings of ~100 games.										
<b>Singapore, Fall of Malaya #96</b>		<b>67775</b>		<b>\$42.00</b>	<b>Mint</b>	n	OoP		4	
Cherry. ■ Mag & Game. Japanese drive on Malaya & Singapore 41-2. C.Kamps'84 / ARTICLES ON: First Anglo-Argentine war, 1806; Return of the Battleship; Planning the Pacific War, to the Malay Barrier; Honing Gleam of Havoc, Analysis & Strategy w/ Commitment optional rules; Berg's Review of games: Operation Konrad, Lawrence of Arabia #24, PWG Gazala, Barbarian Kingdom Empire; errata for Nordkapp #94, Red Sun Rising; Creative porcess in game design; Nordkapp #94 variants, strategy, new rules & counter images.										
<b>Soldiers of the Queen #95</b>		<b>99116</b>		<b>\$32.00</b>	<b>Mint</b>	n	OoP		2	
1/8" margin at mag spine on front & back cover sun discolored; otherwise mint. ■ Mag & Game. 2 gms: btls of Isandhlwana & Omdurman. R Berg '84 / ARTICLES ON: Grenada 1983; Contemporary Wars thru Fall of 1983; Berg's Review of Games: Mr. Lincoln's War, Last Panzer Victory, Simcan's Wilderness, AH Frederick the Great 2nd, Simcan's Hannibal; Soldiers of the Queen, the battles of Isandhlwana & Omdurman; Age of Imperialism, Europe's Race for Empire, Berg's Advice to Game Designers: Conviction, Perseverance & Capital; American Civil War #93 variant rules.										
<b>Superpowers at War #100</b>		<b>105716</b>		<b>\$25.00</b>	<b>Mint</b>	n	OoP		4	
Rules separated, otherwise very clean. ■ Mag & Game. Mag includes 2pg SPI game chronology. Rgt lvl gm of operational combat in W Germany. Drv on Munich & Accross the Rhine scenarios. D.Cook, D.Niles'85 / ARTICLES ON: Mine Dogs; Terrorism 1982-3; Russian Imperial Guards; Brandenburgers; WW2 on Stamps; US OoB 1985; Bundeswehr, the modern German Army; Ancient War Machines & Technologies; Berg reviews: WWW Dark Crusade 1st, WEG South Mountain, HISTCONPT Napoleon in Spain; SPI game inventory; SPI retrospective; trivia Qs from S&T 1-98.										
<b>Thunder at Lutzen #99</b>		<b>66943</b>		<b>\$25.00</b>	<b>Mint</b>	n	OoP		2	
Mag & Game. Napoleon's May 1813 battle for central Europe at operational lvl. Good game. B.Simmons'85 / ARTICLES ON: POW Guard to Prisoner Ratios in WW2; Unluck US XI Corp in the Am Civil War; Resistance in Afghanistan; Napoleon's Fight for Empire, Btl of Luetzen 1813; the Armies of 1813; GenCon Minis award winners; Berg reviews: ADG Empires in Arms 1st, Napoleonic Wars trilogy, GDW Third World War series (Btl for Germany, Southern Front), WEG Killer Angels, QTRDCK Grant Moves South; ERRATA for Trail of the Fox #97.										
<b>Trail of the Fox #97</b>		<b>11897</b>		<b>\$35.00</b>	<b>New</b>	n	OoP		4	
Mag & Game. Btl-nrgt level game of the Tunisian campaign, Nov42-May43, using the Desert Fox system (and mating with that game to cover all of the War in N.Africa (when including Fox Killed article from S&T Special #1). 200 counters, 16km/hex, 1mo/turn. D.Niles'84. / ARTICLES ON: Fight for Tunisia; Small Unit Combats in 1980s; Berg's Review of Games: Never Call Retreat, One World, 14 Ottobre Hastings, Port Stanley, Hannibal & Mohawk, Soldiers of the Queen Replay.										
<b>Warsaw Rising #107</b>		<b>11937</b>		<b>\$22.00</b>	<b>New</b>	n	OoP		2	
Mag & Game. Guerilla uprising in Warsaw '44 which the Germans reacted to swiftly. J.Prados'86										
<b>Teukuda Hobby Japan</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Yamato, Fleet BtIs in the Pacific</b>		<b>2934</b>		<b>\$79.00</b>	<b>** Mint</b>	BC	** OoP	Err	1	
Cherry. Includes a set of all -English reproductions of the Ship Cards. Japanese game w/English translated rules & charts. Mounted boards, 600 counters. Moderate complex 13 scenario gm of surface btIs in the Pacific. Good for team play.										
<b>Twilight Creations</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Innsmouth Escape</b>		<b>84205</b>		<b>\$23.00</b>	<b>New</b>	FB			1	5
2-5 player Cthulhu-themed game in which Miskatonic U students on a field trip are kidnapped; one escapes & must rescue the others from the Deep Ones played by other players, who seek to trap the student. '08										
<b>Zombies!!! 3rd</b>		<b>97531</b>		<b>\$19.00</b>	<b>New</b>	FB			1	6

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surcharges	General	Box	Out-of	Errata	Game #-
Specific Condition, Subject, Designer, Year	Only? Part# Publisher Name	Price EA	Flag	Conditn	Type	Print?	Incl?	Scale Plyrs
Revision of this boardgame playing off the movie. 3rd ed adds new rules, updates the graphics for greater effect, and enlarges the box to store all those zombies. A blood & guts thriller. Includes 100 plastic figures & played on a tile map. Origins award for graphic presentation in '01. This version enlarges the box for added storage, updates the art, provides expansions & revised/update rules, plus a brand new female zombie figure. '06								
<b>Zombies!!!: School's Out Forever Kit</b>	80730	\$8.00		New	SB	OoP		1 6
Expansion kit providing 16 new map tiles of a school's interior, 32 event cards, and new rules including using guts in prior Zombie games. '06								
<b>ZombieTown: Road Rage Kit</b>	83635	\$7.50		New	SB			1 M
Kit for this game of zombie mayhem. Adds elements related to cars with 12 car tokens, 12 key tokens, plus damage tokens, a new Task deck, plus additional rules. '08								
<b>Two Hour Wargames</b>		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205 anytime			
<b>5150 Star Army</b>	105231	\$21.00		New	Bk	OoP		1 1
Third game in the 5150 series. This miniatures-oriented game puts players in command of platoon sized units trying to keep their humans alive while completing missions. You'll be fighting other humanoids, alien races & things that are just weird. Scale is individual soldier, alien or vehicle. Playable solitaire, cooperatively or head to head. Has a campaign game system. '13								
<b>5150 Star Navy, Fleet Level Space Combat</b>	104136	\$17.00		New	Bk	OoP		6 1
Miniatures-oriented game of strategic-level space combat in the far-future. Emphasizes the winning of interstellar wars rather than just battles. And allow solitaire play, cooperative play or head-to-head play. You can use miniatures of any scale. Designed for fleet (20+ ships/side) with pre-generated missions, factions & races, plus DYO ships. '13								
<b>Udo Grebe COMMAND &amp; STRAT</b>		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205 anytime			
<b>Blitzkrieg 1940 2nd # 7</b>	99884	\$39.00		New	HC			3
Mag & game. Update printed entirely in English. Game of two grand tactical battles that occurred as the Germans attempted to breakout thru French lines, May 1940: Hannut, 12-13 May, and Stonne 16-18 May. 500m/hex. Company level. w/ 432 color cardstock counters that must be mounted & cut apart. Originally announced as an English language version of Vae Victis; now a special edition of C&S. Also includes final installment of Pearl Harbor including 1 countersheet. '10								
<b>Command &amp; Strategy Magazine</b>	96570	\$9.00		New	zI			Z
Any of the available 7 issues is print; price differs for #7 on as these have a full game in them. See online catalogs for full details.								
<b>Command &amp; Strategy Magazine # 1</b>	106461	\$9.00		New	zI	Going		Z
Mag + Game. First issues of a new quarterly mag with historical articles, game reviews, game variants & some games segments. First issue has the first of perhaps 8 parts for the Emp of Apocalypse Pearl Harbor. 280 die cut counters, plus another sheet on glossy paper & must be mounted. Aims to be a Vae Victis in English. '05								
<b>Command &amp; Strategy Magazine # 2</b>	74421	\$9.00		Mint	zI	Going		Z
Mag + Game. 40pg color mag that promotes Udo Greebe Games, and offers a sampler game or part of a larger game with each issue. This issue contains an intro version of their Panzer Commander Afrika card game. Also includes 2nd part (of 7) of Pearl Harbor game (w/ 280 counters & 2 map portions); 2nd part of Dean Essig's history of the end of WW2 in the Pacific; an interview w/Kevin McPartland; and part 2 of a History of Assyria. '05								
<b>Command &amp; Strategy Magazine # 3</b>	107166	\$24.00		New	zI	OoP		Z
Last copy. ■ Mag + Game. w/ Operation Kadesh, a complete game covering the 1956 Suez crisis at btn/brig level on both the Jordanian & Suez fronts. 2 maps, 140 counters. P.Rohrbaugh'05. Also includes part 3 of the Pearl Harbor game w/ a map section, 140 counters, a sml amount of charts. Plus articles on the Suez Crisis 1956. '05								
<b>Command &amp; Strategy Magazine # 4</b>	102086	\$9.00		New	zI			Z
Mag + Game. w/ Comrade Koba, Game of Stalinist Survival, a card game of political and physical survival during the Soviet Great Terror era. Simple game for 2-4 players in which you try to gain power, stay alive and rat on your enemies. A.Fager'05 / Also includes part 4 of Peral Harbor, with two mapboard sections, 280 die cut counters. Articles on gaming convention in Essen; history of Assyria, part 3; Op Kadesh errata; Wellington designer notes; Burmese opium war of 1967. '05								
<b>Command &amp; Strategy Magazine # 5</b>	106292	\$9.00		New	zI	Going		Z
Mag + Game. w/ part 5 of Pearl Harbor game installment/ a map, charts; complete Empires of Apocalypse v2.0 rule book; Wings Over Aras card game of Air-Air combat in 1917; variant for Comrade Koba (Reloading); index for first 4 issues of C&S; articles on German invasion of Denmark, 1940; the American Civil War for the tourist, pt. 1; reviews of GMT's Carthage, GMT's Blue Max, SPI's Napoleon at Waterloo & other games in that system.								
<b>Command &amp; Strategy Magazine # 6</b>	106462	\$9.00		New	zI	Going		Z
Mag & Game & Operation Walkure, a card game of the 1944 plot to assassinate Hitler. Also includes pt. 6 of Pearl Harbor, and an interview w/ Dean Essig of the Gamers. '07								
<b>Udo Grebe Game Design Co.</b>		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205 anytime			
<b>Assyrian Wars</b>	97263	\$45.00		Mint	BC	Going		6 M
Missing 1 of 2 identical Quick Start summary pages. v1.3 of main rules. 2 box corners repaired. ■ Game of military & economic conflict in the ancient Middle East as the Assyrian Empire expands during the period of the last 4 Assyrian kings, 722-605BC. Multiplayer, with everyone against the Assyrians. 632 counters, 110 event cards. U.Grebe'05								
<b>Blitzkrieg General 2nd</b>	105486	\$25.00		New	BC	Going		6 8
2nd ed has revised rules. Simpler, 1-8 player grand strategic level game of all of WW2. 2 maps, 560 counters, & a deck of cards. Area movement, w/ 2 scenarios for 1939 & 1941. U.Grebe'01								
<b>Counter Tray, UGG Style Bookcase Tray</b>	105208	\$2.75		New	n	OoP		Z
Udo Grebe's new 2pc, 20 compartment counter tray w/ clear snap on lid. aka as GMT as they're sold thru them in the US. '04								
<b>Counter Trays, UGG Style Bookcase 20-Pak</b>	104766	\$44.00	**	New	LB **	OoP		Z
20-pak. ■ TWENTY (20) Pak of Udo Grebe's new 2pc, 20 compartment counter tray w/ clear snap on lid. aka as GMT as they're sold thru them in the US. '04								
<b>History of the Roman Empire</b>	104625	\$18.00		New	BC			6 4
2-4 player, strategic, area move game of the decline & fall of the Roman Republic & Empire, 60BC to 476AD. Covers the entire Mediterranean using provincial areas. Emphasis is enjoyable play rather than strict history. Includes 42 Roman factions & 34 peoples pressing in on Rome. Each player controls both Roman & Barbarian factions. Goal is to accumulate victory points, which can be spent for new armies & forts or to mobilize a tribe. Played w/ 55 event cards. U.Grebe'08								
<b>Pasaran</b>	86257	\$25.00		New	BC	Going		4 1
Includes 113 err & variant counters plus errata for Blitzkrieg General. Strategic level game of the Spanish Civil War, 1936-9, using the Blitzkrieg General system. Strategic level with area movement, economics & production, 55 option cards, a command system, plus solitaire rules. 280 counters. Includes 20 errata counters for other games esp. Blitz General. U.Grebe'03								
<b>US Games Systems</b>		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205 anytime			
<b>Hooyah, Navy Seals Card Game</b>	104023	\$18.00		New	SC			A M
Card game in which players are US navy SEALs confronting all the enemies of secular capitalism. 1-4 players cooperate to complete missions inspired by real life Special Ops. You must collect all the necessary skills & equipment to begin your mission then complete it without loss of life (rather, US life; no one else matters) & before time runs out. '12								
<b>USA-Opoly</b>		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205 anytime			
<b>Trivial Pursuit, Rolling Stones Edition</b>	98891	\$25.00	**	New	FB **	OoP		A M
Classic trivia game focused on the The Rolling Stones with over 2400 questions in six categories, covering 5 decades of Mick's beauty & the Stones. Includes several key game components sporting the Stones' Licks logo (a tongue). For 2-36 players. '10								
<b>VAE VICTUS Magazine</b>		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205 anytime			
<b>1870, L'Aigle Foudroye #38</b>	93762	\$16.00		New	n			4
Mag & game. ■ Mag + Game. w/68pg mag. Covers some aspect of the Franco-Prussian War, 1870. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '01								
<b>A la Charge! Deux Bat due Xle Siecle #87</b>	93809	\$14.00		New	n			3
Mag + Game. ■ Mag + Game. w/68pg mag. Grant tactical game of 2 battles of the dark ages: Civitate 1053, Pope v Normans; and Kalaryyai 1078, rebels v loyalists. French all color, glossy mag including minis coverage, history, scenarios, etc. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '09								
<b>Ardennes 1944 # 48</b>	100530	\$14.00		New	n			4
Mag + Game. ■ Mag + Game. w/68pg mag. Operational, div level game of the Battle of the Bulge, 1944 using the Arnhem 1944 game system. 4.5km/hex. w/ 432 color cardstock counters that must be mounted & cut apart. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '03								
<b>Armee de l'Est, 1870 War #108</b>	102992	\$35.00		New	n	OoP		4
Mag & game. Game covers the Franco-Prussian War. French mag with all material in French; English rules translation to be available online. '12								
<b>Assaut sur Suez 1956 #92</b>	93815	\$16.00		New	n			4

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surcharges	General	Box	Out-of	Errata	Game #-of	
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale
									Plyrs
Mag + Game. ■ Mag + Game. w/68pg mag. Operational level game of the British-French attack on Port Said, Egypt, in the 1956 war. Co level, area move. French all color, glossy mag including minis coverage, history, scenarios, etc. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '10									
<b>Austerlitz 1805 #58</b>		<b>93776</b>		<b>\$16.00</b>	<b>New</b>	n			3
Mag + Game. ■ Mag + Game. w/68pg mag. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '02									
<b>Austerlitz 1805 &amp; Wagram 1809 #41</b>		<b>100524</b>		<b>\$14.00</b>	<b>New</b>	n			3
Mag + Game. ■ Mag + Game. w/68pg mag. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. Operational level, pt-pt game set in central Europe for the 1800, 1805 & 1809 campaigns of Napoleon. '02									
<b>Austerlitz, Partie Nord #64</b>		<b>93784</b>		<b>\$16.00</b>	<b>New</b>	n			4
Mag + Game. ■ Mag + Game. w/68pg mag. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '02									
<b>Avec Infini Regret</b>		<b>106124</b>		<b>\$26.00</b>	<b>New</b>	Fo			3
French-produced game with English Rules. Game covers 3 battles of the Wars of Religion in France in the 16th Century: Dreux 1562, Coutras 1587 & La Roche 1560. Includes a double-sided map, 216 counters, 100m/hex, 20-30min/turn. F.Coupeau, L.Closier'14									
<b>Batailles pur la Nouvelle-France #44</b>		<b>102551</b>		<b>\$16.00</b>	<b>New</b>	n			6
Mag + Game. ■ Mag + Game. w/68pg mag. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '02									
<b>Blitzkrieg 1940 # 63</b>		<b>100537</b>		<b>\$14.00</b>	<b>New</b>	n			3
Mag + Game. ■ Mag + Game. w/68pg mag. Game of two grand tactical battles that occurred as the Germans attempted to breakout thru French lines, May 1940: Hannut, 12-13 May, and Stonne 16-18 May. 500m/hex. Company level. w/ 432 color cardstock counters that must be mounted & cut apart. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '05									
<b>Bull Run #89</b>		<b>93813</b>		<b>\$14.00</b>	<b>New</b>	n			4
Mag + Game. ■ Mag + Game. w/68pg mag. Grand tactical game of the btl of 1st Bull Run, July 1861. French all color, glossy mag including minis coverage, history, scenarios, etc. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '09									
<b>Bull Run to Appomatox 1861-5 # 36</b>		<b>92313</b>		<b>\$16.00</b>	<b>New</b>	n			6
Mag + Game. ■ Mag + Game. w/68pg mag. Strategic level game of the US Civil War, 1861-5, using an area move map, emphasis on leaders, plus naval combat. w/ 432 color cardstock counters that must be mounted & cut apart. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '01									
<b>Caesar Emperor, Britannia #112</b>		<b>102568</b>		<b>\$23.50</b>	<b>New</b>	n			4
Mag + Game. ■ Mag + Game. Area-move game of the Roman campaign in Britain, 55-54BC. Scenarios for each year, but the combined campaign. 108 die-cut counters. French-language magazine covering history & wargames. English-language rules can be downloaded from the publishers website or from Grognards. 84pgs. '13									
<b>Cedar Creek 1864 #94</b>		<b>100548</b>		<b>\$14.00</b>	<b>New</b>	n			3
Mag + Game. ■ Mag + Game. w/68pg mag. Smallish game of the 1864 battle of Cedar Creek, near Middletown VA in the Shenandoah Valley As Sheridan tries to drive Early out. French all color, glossy mag including minis coverage, history, scenarios, etc. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. Game covers the 1864 battle at Cedar Creek using same system as earlier Bull Run. '10									
<b>Champs de Bataille / Les Ages Sombres #9</b>		<b>102553</b>		<b>\$16.00</b>	<b>New</b>	n			3
Mag + Game. ■ Mag + Game. Magazine & game in entirety in French. Game is good sized w/ colorful components & maps; counters on thick cardstock & must be cut apart (& perhaps mounted). Game covers 2 key battles in French history, the battle of Soissons 486 and Poitiers 732. 50m/hex, 384 counters. P.Oliver'96									
<b>Coree 1950 #107</b>		<b>100570</b>		<b>\$23.50</b>	<b>New</b>	n			3
Mag + Game. ■ Mag + Game. Game of the Korean War during the first year (1950) in 3 scenarios. Includes 108 die cut counters. French mag; mag & all components in French; English rules translation available online. '12									
<b>Crete 1941 #22</b>		<b>93755</b>		<b>\$16.00</b>	<b>New</b>	n			4
Mag + Game. ■ Mag + Game. Area move game of the air invasion of Crete during May 1941, in each of the 3 isolated areas of the island. Includes Alesia errata counters & additional Crusades counters. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at http://grognard.com/vaevict.html. '98									
<b>D-Day 1944 # 57</b>		<b>92330</b>		<b>\$16.00</b>	<b>New</b>	n			4
Mag + Game. ■ Mag + Game. w/68pg mag. Operational, rgt/brig level game of the D-Day landings themselves and the drive inland to secure the Normandy beachheads during the first 9 days. 3km/hex, 1day/turn. w/ 432 color cardstock counters that must be mounted & cut apart. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '04									
<b>Espagne 1808 #83</b>		<b>100543</b>		<b>\$14.00</b>	<b>New</b>	n			4
Mag + Game. ■ Mag + Game. w/68pg mag. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '07									
<b>Eylau &amp; Friedland 1807 #47</b>		<b>93769</b>		<b>\$16.00</b>	<b>New</b>	n			3
Mag + Game. ■ Mag + Game. w/68pg mag. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. Operational level game covering central & eastern Europe, w/ 5 scenarios covering the 1807 & 1812 campaigns. '02									
<b>France 1940 # 37</b>		<b>100520</b>		<b>\$14.00</b>	<b>New</b>	n			4
Mag + Game. ■ Mag + Game. w/68pg mag. Operational level, hex based game of the German invasion of France & the Low countries, May 1940. Div/Corp level w/ leadership elements. Nicely done map. 20km/hex. w/ 432 color cardstock counters that must be mounted & cut apart. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '01									
<b>Furor Barbarus #109</b>		<b>102533</b>		<b>\$23.50</b>	<b>New</b>	n			4
Mag + Game. ■ Mag + Game. Game using the A La Charge sytem to cover 4 grand tactical battles involving the Romans, Franks, Visigoths, Huns & other ethnic groups battling for space in the late 5th century AD. Battles include Campus Mauracius (451), Soissons (486), Tolbiac (496) and Vouille (507). Includes 108 die cut, dbl-sided counters. French-language magazine covering history & wargames. English-language rules can be downloaded from the publishers website or from Grognards. 84pgs.									
<b>Guadalcanal #106</b>		<b>100567</b>		<b>\$23.50</b>	<b>New</b>	n			4
Mag + Game. ■ Mag + Game. Game of amphibious assault & jungle tactical combat on Guadalcanal w/3 scenarios. Includes 108 die cut counters. French mag; mag & all components in French; English rules translation available online. '12									
<b>Imperator # 42</b>		<b>100525</b>		<b>\$14.00</b>	<b>New</b>	n			8
Mag + Game. w/68pg mag. Strategic level game of Rome's situation from Marcus Aurelius to Caracalla (161-217AD) in all of Europe, N.Africa & the Middle East. Legion/tribe level. Also includes counters & Arnhem & Bastogne scenarios for En Pointe. w/ 432 color cardstock counters that must be mounted & cut apart. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '02									
<b>Irlande 1798 #86</b>		<b>93806</b>		<b>\$14.00</b>	<b>New</b>	n			6
Mag + Game. ■ Mag + Game. w/68pg mag. The first week of the war in Ireland, 1798, which was supported by the French. 1day/turn, 8km/hex, and covers the area in NW Ireland. French all color, glossy mag including minis coverage, history, scenarios, etc. ALL material in French; English rules translations for most issue games available via download. J-P.Gury'09									
<b>Jena 1806 # 71</b>		<b>94593</b>		<b>\$16.00</b>	<b>New</b>	n			3
Mag + Game. ■ Mag + Game. w/68pg mag. Grand tactical level battle of Jena, Oct.1806, between Napoleon & the Prusso-Saxon Army. Hex based, brig level. Also includes 8 dbl sided errata counters for Tonkin#70. w/ 432 color cardstock counters that must be mounted & cut apart. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '06									
<b>Kippour 73 # 39</b>		<b>93763</b>		<b>\$16.00</b>	<b>New</b>	n			4
Mag + Game. ■ Mag + Game. w/68pg mag. Operational, brig level game of the 1973 Arab-Israeli War on both the Golan and Sinai fronts. Hex based, 2 or 3km/hex. w/ 432 color cardstock counters that must be mounted & cut apart. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '01									
<b>Korsoun 1944 #72</b>		<b>100538</b>		<b>\$14.00</b>	<b>New</b>	n			4
Mag + Game. ■ Mag + Game. w/68pg mag. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '07									
<b>Koursk 1943 #51</b>		<b>100533</b>		<b>\$14.00</b>	<b>New</b>	n			4

Game Title (& Edition or Issue #)		Game	Cash-Basis	Ship Surcharges	General	Box	Out-of	Errata	Game #-of		
Specific Condition, Subject, Designer, Year		Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale	Plyrs
Mag + Game. ■ Mag + Game. w/68pg mag. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '02											
<b>La Bataille de L'Ebre 1938 #61</b>			<b>93780</b>		<b>\$16.00</b>	<b>New</b>	<b>n</b>				<b>4</b>
Mag + Game. ■ Mag + Game. w/68pg mag. Grand tactical game of the key battle of Ebre, 1938, during the Spanish Civil War. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. J.Romero'02											
<b>La Bataille Dorell, 1919 #75</b>			<b>93794</b>		<b>\$16.00</b>	<b>New</b>	<b>n</b>				<b>4</b>
Mag + Game. ■ Mag + Game. w/68pg mag. Operational level game of the Russian Civil War campaign near Orel, fall 1919, as Red, White & Czech forces duke it out for this key crossroads. 4km/hex. 1day/turn. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '07											
<b>La Campagne de France 1814 #52</b>			<b>93772</b>		<b>\$16.00</b>	<b>New</b>	<b>n</b>				<b>4</b>
Mag + Game. ■ Mag + Game. w/68pg mag. Operational level game of 2 invasions of Napoleonic-era Franch, first in 1792 then the larger Coalition invasion of 1814 that ended Nappy's reign the first time. Corp level, pt-to-pt. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '02											
<b>La Mious 1943 #85</b>			<b>100545</b>		<b>\$14.00</b>	<b>New</b>	<b>n</b>				<b>3</b>
Mag + Game. ■ Mag + Game. w/68pg mag. Game of a 1943 battle on the eastern front. Game format now smaller. French all color, glossy mag including minis coverage, history, scenarios, etc. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '09											
<b>Le Guepier Espagnol, Marechaux II #111</b>			<b>102571</b>		<b>\$23.50</b>	<b>New</b>	<b>n</b>				<b>3</b>
Mag + Game. ■ Mag + game. Area-move game of three campaigns in Spain during the Napoleonic Wars: Dupont 1808, Victor 1811 & Suchet 1813. Regt level, 108 die-cut counters. French-language magazine covering history & wargames. English-language rules can be downloaded from the publishers website or from Grognards. 84pgs. '13											
<b>Le Matz 1918 #24</b>			<b>100516</b>		<b>\$14.00</b>	<b>New</b>	<b>n</b>				<b>4</b>
Mag + Game. ■ Mag + Game. w/68pg mag. Rgt lvl game of a final offensive in west front, early June 1918. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at http://grognard.com/vaevict.html. '99											
<b>Les Bataille des Downs 1639 #99</b>			<b>102558</b>		<b>\$23.50</b>	<b>New</b>	<b>n</b>				<b>1</b>
Mag + Game. ■ Mag + Game. Game covers the pivotal 1639 naval battle where the Dutch & an assortment of hired ships blockade a Spanish fleet to prevent resupply of an isolated Spanish army in Flanders. (Addtl variant counters for this game contained in Sicilie #103.) Magazine with all elements printed in French; English rules may be available for download on the internet. '11											
<b>Les Deus Batailles de Saint-Albans # 96</b>			<b>102546</b>		<b>\$14.00</b>	<b>New</b>	<b>n</b>				<b>3</b>
Mag + Game. ■ Mag + Game. w/68pg mag. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. This issue's game covers 2 battles at Saint-Albans, France, in 1455 & 1462. '11											
<b>Loups Gris en Atlantique #90</b>			<b>93814</b>		<b>\$14.00</b>	<b>New</b>	<b>n</b>				<b>6</b>
Mag + Game. ■ Mag + Game. w/68pg mag. Somewhat abstracted solitaire game of tour of individual U-Boats in 1941 in the mid-Atlantic. Multiple sub types with gunnery, AA, torpedoes, special weaponry, & sepcial events. French all color, glossy mag including minis coverage, history, scenarios, etc. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '10											
<b>Marignan 1515 #3 PARTS</b>			<b>80767</b>		<b>\$5.00</b>	<b>Mint</b>	<b>n</b>		OoP		<b>3</b>
Magazine, only, with rules. No counters or map.											
<b>Nieuport 1600 #105</b>			<b>102539</b>		<b>\$23.50</b>	<b>New</b>	<b>n</b>				<b>3</b>
Mag + Game. ■ Mag + game. Grand tactical game of a pivotal battle of Nieuport, 1600. Historical & variant scenarios. Includes 108 die cut counters. French mag; mag & all components in French; English rules translation available online. '12											
<b>Operation Apocalypse, Vietnam 1966 #10</b>			<b>93752</b>		<b>\$16.00</b>	<b>New</b>	<b>n</b>				<b>3</b>
Mag + Game. ■ Mag + Game. w/68pg mag. Low level, tactical game of the 1st Air Cav's attack on a hypothetical Viet Cong held village, c.1966, in multiple scenarios. Also, Section D'Assaut is a card game of individual weapons & people in WW2. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at http://grognard.com/vaevict.html. '96											
<b>Operation Fortitude #93</b>			<b>93816</b>		<b>\$16.00</b>	<b>New</b>	<b>n</b>				<b>6</b>
Mag + Game. ■ Mag + Game. w/68pg mag. French all color, glossy mag including minis coverage, history, scenarios, etc. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. Game covers the espionage & deception campaign prior to D-Day in France. Includes sml map & sml number of cards & counters. '10											
<b>Operation Nordwind #98</b>			<b>102545</b>		<b>\$23.50</b>	<b>New</b>	<b>n</b>				<b>4</b>
Mag + Game. Hex-based, regt level game on the last German offensive on the western front in WW2 as 3 German divisions attempt to encircle & destroy the US 100th Inf with no real success. Includes 108 die cut counters, plus cardstock variant counters in the mag for a prior game. Magazine with all elements printed in French; English rules available for download on the internet. '11											
<b>Pax Romana, Defendre L'Empire! #91</b>			<b>92411</b>		<b>\$16.00</b>	<b>New</b>	<b>n</b>				<b>6</b>
Mag + Game. w/68pg mag. (Strategic level game of the Roman defense of its empire in its waning days.) French all color, glossy mag including minis coverage, history, scenarios, etc. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '10											
<b>Raid on Bruneval 1941, Op Biting #104</b>			<b>100562</b>		<b>\$23.50</b>	<b>New</b>	<b>n</b>				<b>3</b>
Mag + Game. ■ Mag + game. Game of the 1942 British parachuted commando raid on Bruneval, a German radar installation on the coast of France. Includes 108 die cut counters. French mag; mag & all components in French; English rules translation available online. '12											
<b>Reichshoffen 1870/Magenta 1859 #73</b>			<b>100540</b>		<b>\$14.00</b>	<b>New</b>	<b>n</b>				<b>3</b>
Mag + Game. ■ Mag + Game. w/68pg mag. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '07											
<b>Roumanie Printemps 1944 #82</b>			<b>93801</b>		<b>\$16.00</b>	<b>New</b>	<b>n</b>				<b>4</b>
Mag + Game. ■ Mag + Game. w/68pg mag. Sring 1944 battle on the eastern front at rgt/div level, as the Soviets approached the Romanian frontier. 2.5km/hex. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '07											
<b>Semper Victor, Imperator II # 56</b>			<b>100535</b>		<b>\$14.00</b>	<b>New</b>	<b>n</b>				<b>8</b>
Mag + Game. ■ Mag + Game. w/68pg mag. Sequel to earlier Imperator, this game also covers Rome's battle against all of Europe's & N.Africa's barbarians. Area move, 6 scenarios. w/ 432 color cardstock counters that must be mounted & cut apart. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '04											
<b>Sicile 43, Operation Husky #101</b>			<b>102993</b>		<b>\$30.00</b>	<b>New</b>	<b>n</b>		OoP		<b>4</b>
Mag + Game. ■ Mag + Game. Covers the Allied invasion of Sicily, July 1943. Division level & area move. Includes 108 die cut counters. French mag; mag & all components in French; English rules translation available online. '11											
<b>Sicile 43, Operation Husky #101</b>		<b>GmOnly</b>	<b>102543</b>		<b>\$19.00</b>	<b>New</b>	<b>n</b>				<b>4</b>
GameOnly. ■ GameOnly. Game Only. Covers the Allied invasion of Sicily, July 1943. Division level & area move. Includes 108 die cut counters. French mag; all components in French; English rules translation available online. '11											
<b>Stalingrad 1942 #110</b>			<b>102575</b>		<b>\$23.50</b>	<b>New</b>	<b>n</b>				<b>2</b>
Mag + game. Game covers a tactical battle for a single industrial building during the Battle for Stalingrad, 1942. Force qualities are exadurated to clearly delineated the different styles of the Soviets & Germans during this battle. Includes 108 die cut, dbl-sided counters. L.Closier'13 French-language magazine covering history & wargames. English-language rules can be downloaded from the publishers website or from Grognards. 84pgs.											
<b>Syracuse 415-413BC #103</b>			<b>102999</b>		<b>\$23.00</b>	<b>New</b>	<b>n</b>		OoP		<b>4</b>
Mag + game. NOTE Modest moisture warping of mag but no dmg otherwise. Game is clean. ■ Mag + game. Area move game of Athenian siege of Syracuse, Sicily, during the Peloponesian War, 415-3BC. Includes 108 die cut counters. French mag; mag & all components in French; English rules translation available online. '12											
<b>Syracuse 415-413BC #103</b>		<b>GmOnly</b>	<b>102532</b>		<b>\$15.00</b>	<b>New</b>	<b>n</b>				<b>4</b>
GameOnly. ■ GameOnly. Area move game of Athenian siege of Syracuse, Sicily, during the Peloponesian War, 415-3BC. Includes 108 die cut counters. French mag; mag & all components in French; English rules translation available online. '12											
<b>Tonkin, Guerre d'Indochine 1950-54 # 70</b>			<b>92340</b>		<b>\$16.00</b>	<b>New</b>	<b>n</b>				<b>4</b>
Mag + Game. ■ Mag + Game. w/68pg mag. Operational level game of the French attempt to reconquer its former colony of Vietnam. Covers the northern part of the country. Rgt level, 20km/hex, hex based. w/ 432 color cardstock counters that must be mounted & cut apart. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '70											
<b>Typhoon sur le Pacifique #40</b>			<b>100522</b>		<b>\$14.00</b>	<b>New</b>	<b>n</b>				<b>8</b>



Email us anytime at M.Dean@FineGames.com, phone 541-756-4711 between 10am-9pm PST, FAX (702) 926-5205, or write 2078 Madrona St., North Bend OR 97459-2143 USA.

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surcharges	General	Box	Out-of-Errata	Game #-of
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print? Incl? Scale Plyrs
Mag + Game. ■ Mag + Game. w/68pg mag. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '02							
<b>Vallee de la Drang # 28</b>		<b>93756</b>		<b>\$16.00</b>	<b>New</b>	<b>n</b>	<b>4</b>
Mag + Game. ■ Mag + Game. w/68pg mag. 68pg glossy color FRENCH wargame mag. US 1st Air Cav's mobile engagements in the Vietnamese central highlands, late 1965. Area move, cb/btn level. W/ 432 cardstock counters that must be mounted & cut apart. All components in French; see www.grognard.com/vaevict.html for English translation. '99							
<b>Vitoria 1813 #12</b>		<b>94591</b>		<b>\$16.00</b>	<b>New</b>	<b>n</b>	<b>OoP 3</b>
Mag + Game. ■ Mag + Game. Game of the battle of Vitoria, 1813, at a grand tactical scale. French color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated rules available via download. '97							
<b>VAE VICTUS Stand-Alone Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime							
<b>Aspern-Essling 1809</b>		<b>105131</b>		<b>\$25.00</b>	<b>New</b>	<b>Fo</b>	<b>3</b>
March 1809 battle in which Napoleon intended to crush the Austrian army, but was instead pinned against the Danube with only a portion of his army across the river. 26th in the the Jours de Gloire game system. Includes 216 counters. Rgt/Brig level, 330m/hex, 90min/turn. English language edition. '09							
<b>Bellum Gallicum II [2nd]</b>		<b>106121</b>		<b>\$29.00</b>	<b>New</b>	<b>Fo</b>	<b>4</b>
Game of Caesar's campaigns in Gaul, 58-51BC. Rome attempts to subdue Gaul while the Gauls under Vercingetorix attempt to secure their freedom. 9 annual scenarios. Revised from games published in Casus Belli #68 & 69. Components in English. F.Bey'12							
<b>Cassino 44</b>		<b>100555</b>		<b>\$29.00</b>	<b>New</b>	<b>Fo</b>	<b>3</b>
Game using the WWII system from Vae Victis mag (Arnhem 44, Ardennes 44 & others). Covers the bitter nighttime assault in the area surrounding Monte Cassino that finally broke that line in May 1944. Polish, Brit & German paratroopers fight hand to hand, & Canadian & British armor seize the opportunity to break thru. 216 counters, Btin/regt level, 12hrs/turn. '12							
<b>From Overlord to Berlin</b>		<b>94600</b>		<b>\$38.00</b>	<b>New</b>	<b>Fo</b>	<b>6</b>
Strategic level game of WW2 on all European fronts from June 1944 to the end of the war. Includes the eastern, western & Italian fronts. Includes the epic campgins of the destruction of Army Group Center (Bagration), D-Day, the German offensives in Hungary, Poland & at the Bulge. Corp/army level, area move, 2mo/turn. '11							
<b>Fuentes de Onoro 1811</b>		<b>105790</b>		<b>\$26.00</b>	<b>New</b>	<b>Fo</b>	<b>3</b>
Game of 3 of battles from the end of the French involvement in Spain. The French under Massena assault Wellington with Portuguese allies in prepared positions near Fuentes de Onoro, Portugal. In the Fall, French cavalry attack a poorly placed Anglo-Portuguese cav division near El Bodon. And in May, Wellington makes an initial assault against two divisions under Ney. 3 maps, 216 doublesided counters. 500m/hex, 2hrs/turn. F.Bey'11							
<b>Inkermann 1854</b>		<b>102379</b>		<b>\$29.00</b>	<b>New</b>	<b>Fo</b>	<b>3</b>
Game of the attempt by the Russians to break the Anglo-French siege of Sevastopol during the Crimean War, Nov. 1854. Attempting to launch a decisive, surprise attack on the heights dominating the British camp, the Brits fought with discipline and the Russians withdrew. Battle was often fought in very small groups in a wildly chaotic situation. 216 counters, 2 scenarios, 1 smallish map. Btin level, 45min/turn. English language rules. '13							
<b>Lion &amp; the Sword 1191</b>		<b>107247</b>		<b>\$25.00</b>	<b>New</b>	<b>Fo</b>	<b>3</b>
Game of two grand tactical battle during the Crusades involving Richard the Lion Hearted. Richard faces Muslim forces on Cyprus, May 1191 in a see-saw battle. The second battle has Richard in sole control of the Crusades as Saladin attacks in Palestine, Sept 1191. 250m/hex, 30min turn. English components. '10							
<b>Victories of Marshal Saxe</b>		<b>107248</b>		<b>\$26.00</b>	<b>New</b>	<b>Fo</b>	<b>3</b>
Covers 3 battles from the War of Austrian Succession, 1745-7, in which Marshal Saxe, leading the allied Pragmatic Army soundly defeated his opponents. Covers Fontenoy, 1745; Rocoux, 1746; Lauffeld, 1747. Includes a double-sided map, 216 counters. 3-400m/hex, 1hr/turn, rgt/brig level. '12							
<b>Valley Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime							
<b>Days of Steam</b>		<b>91312</b>		<b>\$37.00</b>	<b>New</b>	<b>DC</b>	<b>OoP A M</b>
2-4 player, fast playing tile-based game of steam RR management. Players lay track to create a route among cities & deliver goods in the most profitable way. Rules in Canadian (English) & German. '10							
<b>Vento Nuovo Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime							
<b>Blocks in the West, the Western Campaign</b>		<b>103815</b>		<b>\$99.00</b>	<b>** New</b>	<b>GB **</b>	<b>6</b>
NOTE Box not shrinkwrapped, with 2 isolated sml nicks on box edge & 3" crease on another edge, otherwise new direct from distributor. ■ Italian-produced block-style game of World War II on the western fronts, 1940-5, using 900 wood & plastic blocks played on a laminated 87x124cm board with 3 levels of complexity. Akin to a souped-up version of COL's West Front II. 1mo/turn, 53mi/hex, Corp level. multiple scenarios of up to 6 turns, plus grand campaign. Mates with (& is even bigger than) the earlier Blocks in the East. '13							
<b>Victory Point Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime							
<b>Alamo Remembered, 2nd</b>		<b>104441</b>		<b>\$24.00</b>	<b>New</b>	<b>SC</b>	<b>2 1</b>
Fast playing 1 or 2 player game of the dramatic conclusion of the siege of the Alama in 1836 Texas. Can be played solitaire, and game lasts roughly 30min. 10min/turn, 25-30min/unit. 1 small mounted map, 54 counters. A.Emrich, G.Barna'13							
<b>Bulge, 6th Panzer Army</b>		<b>106423</b>		<b>\$25.00</b>	<b>New</b>	<b>SC</b>	<b>4</b>
Small game of the critical first 3 days of the German Battle of the Bulge Offensive in mid-December 1944, in the northern sector of the offensive. Designed as an introductory level, highly competitive game making it excellent for Beginners. P.Koenig, R.Heller'14							
<b>Cuba, the Splendid Little War</b>		<b>106242</b>		<b>\$32.00</b>	<b>New</b>	<b>BC</b>	<b>4</b>
Game of the third War of Cuban Independence, 1895-98, with Cuban rebels battling imperial Spanish forces for control of the island - plus intervention by the US. Focuses on the insurgency at both the military & political level. 6mo/turn, fleet/brigade level. 60 counters, 75 cards. J.G.de Gabiola'14							
<b>Danube 20, Aspern-Essling &amp; Wagram 1809</b>		<b>106736</b>		<b>\$27.00</b>	<b>New</b>	<b>SC</b>	<b>3</b>
Small game covering both the battles of Aspern-Essling and the later Wagram, as Napoleon seeks to decisively defeat the Austrians after capturing Vienna. Game series features very low unit density, and quick play, making for an often lively game. Includes story-driven random event cards. Includes 87 counters, 25 event cards. 3-4hrs/turn, 1mi/hex, corp level. K.Meints'14							
<b>Dawn of the Zeds, Btl for Farmingdl 2nd</b>		<b>105702</b>		<b>\$45.00</b>	<b>New</b>	<b>BC</b>	<b>1</b>
Boxed, 2nd edition of this solitaire game of zombie horror & survival. You must organize a defense of your isolated corner of the world, and hold out until a national guard relief force fights its way thru to you. Fight off the zombies while protecting the remaining living inhabitants of the town of Farmingdale. '13							
<b>Days of Battle, Golan Heights</b>		<b>104905</b>		<b>\$30.00</b>	<b>New</b>	<b>BC</b>	<b>4</b>
Game of the Syrian attack on the Israeli-held Golan Heights during the first 5 days of the Yom Kippur War, Oct. 1973. Btin/brig level, with cards adding abilities & influencing events. 8hrs/turn, 3km/hex, small map, 75 counters, 24 cards. B.Armor'14							
<b>For the Crown 2nd</b>		<b>102719</b>		<b>\$42.00</b>	<b>New</b>	<b>BC</b>	<b>6</b>
Simple, abstracted 2-player card game that is also a variation on chess. Players train an army & maneuver forces on a chess board with the goal of asserting a claim to the throne. J.Lennert'13							
<b>Fuentes de Onoro 20</b>		<b>106737</b>		<b>\$23.00</b>	<b>New</b>	<b>SC</b>	<b>3</b>
Small game of the French relief of the fortress at Almeida, then under siege by Wellington's forces in Spain. A bitter battle ensued that was a close win for the Brits. Uses the Fading Glory game system and low unit density on the map, making for quick play & often exciting games. 88 counters, 12 color illustrated event cards. 3-4hrs/turn, 1mi/hex, corp level. N.Garcia, J.Gill'14							
<b>Hapsburg Eclipse</b>		<b>106600</b>		<b>\$25.00</b>	<b>New</b>	<b>SC</b>	<b>6 1</b>
Small SOLITAIRE game of the precarious situation of the Hapsburg's control of the Austro-Hungarian Empire during World War I. Fighting on two fronts against the Russian steamroller and the intransigent Serbs, the Hapsburgs must try to survive as a ruling monarchy. Can be combined with Ottoman Sunset for a two-player, cooperative game. 66 counters, 50 cards. 4wks/turn. D.Levloff'14							
<b>Hell's Gate</b>		<b>106740</b>		<b>\$23.00</b>	<b>New</b>	<b>SC</b>	<b>4</b>
Small game of the battle of Korsun Pocket fought in the Ukraine in Jan-Feb. 1944. Updated from a version of the game included in the book Simulating War by the designer. 70 counters, brig/div/corp level, 3days/turn, 20km/hex. Fast playing. P.sabin'14							
<b>In Magnificent Style, Pickett's Charge</b>		<b>104893</b>		<b>\$27.00</b>	<b>New</b>	<b>SC</b>	<b>3</b>
Solitaire game of the final Confederate charge at Gettysburg, Pickett's Charge, 3 July 1863, that ended with heavy Confederate casualties & a Confederate defeat at the overall battle. First game in an intended series focused on forlorn attacks in history. H.Luttman'14							
<b>Infection, Humanity's Last Gasp</b>		<b>106987</b>		<b>\$29.00</b>	<b>New</b>	<b>SC</b>	<b>1</b>
Solitaire game in which the player is the Director of Plague Control, and must organize the lab to produce a vaccine to combat an infection resistant to all known treatment & that threatens human existence. Fast playing. J.Gibson'13							
<b>Last King of Scotland</b>		<b>105077</b>		<b>\$27.00</b>	<b>New</b>	<b>SC</b>	<b>4</b>

Email us anytime at M.Dean@FineGames.com, phone 541-756-4711 between 10am-9pm PST, FAX (702) 926-5205, or write 2078 Madrona St., North Bend OR 97459-2143 USA.

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surchage	General	Box	Out-of	Errata	Game #-of		
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale	Plyrs
First of a series of games focused on battles in modern Africa that shaped the continent. This game covers the Uganda-Tanzanian War of 1978-79 that ousted Uganda's President Idi Amin. 85 counters, small map, fast playing. 1mo/turn, 30mi/hex, pltn/btln level. B.Armor, A.Emrich'13										
<b>Market Garden, Nijmegen</b>		106738		\$23.00	New	SC				3
Part of a series of games covering the first 3 days of Operation Market-Garden, each covering a different localized area of the offensive. This game is the third in the series, covering events surrounding this town south of Arnhem that the 82nd Airborne was tasked with capturing. 72 counters, 4.5hrs/turn, 0.6km/hex, company-regt level. P.Koenig'14										
<b>Mound Builders</b>		106647		\$27.00	New	SC				8
Solitaire game in which the player controls and attempts to expand the North American Indian mound builder (Hopewell & Mississippian) cultures prior to the arrival of Europeans. Goal is to extend these cultures and amass as many chiefdoms as possible before rival powers & the disease-infested Spanish decimate your cultures. '14										
<b>No Retreat! the French Front</b>		106739		\$40.00	New	SC				4
Third game in the No Retreat! series (previously published by GMT). This game covers the May 1940 invasion of France & the Low Countries by Germany. Players must adhere to any of several historical plans. Large game by VPG standards. 2 small maps, 117 counters, 37 event & plan cards. Army level, 30km/hex, 4days/turn. C.Paradis'14										
<b>Old World New World</b>		106244		\$20.00	New	SC				8 4
Fast playing, 2-4 player game in which players are explorers & settlers colonizing a new land. The land form is revealed slowly during play, and players can influence things to suit their needs. But any well laid plan can go awry due to barbarians, weather & bribery. A.Smith'14										
<b>Ottoman Sunset, Great War in the East 2d</b>		105106		\$25.00	New	SC				1
Solitaire game of the Ottoman Empire's participation in World War I, 1914-18, in the Near East. Fast playing, with a small board & 57 counters. D.Levloff'13										
<b>South Shall Rise Again</b>		106248		\$27.00	New	SC				2
Game based on the alternate history fiction of S.M. Cross's The South Shall Rise Again. Players alter the course of a fractured US menaced by Confederate soldier-zombies (Zebbs). Game of tactical combat set during the time of the Civil War, where the South took a big risk in employing zombie soldiers. 5 scenarios, 45 counters, 25 cards, fast playing, 1-4 players. J.Welch'14										
<b>Zulus on the Ramparts! 2nd</b>		106999		\$32.00	New	SC				3 1
Solitaire game of the battle of Rorke's Drift during the Zulu War of 1879. The player controls the 140 British soldiers & auxiliaries against 4,000 Zulus. 15-45min/turn, Zulu iButho (regt) level. A.Emrich, J.Miranda'13										
<b>Wargames Research Group</b>			(541) 756-4711 10am-9pm PST	M.Dean@FineGames.com				FAX (702) 926-5205 anytime		
<b>Armour &amp; Infantry 1925-50 Wargame Rules</b>		106477		\$25.00	Mint	Bk		OoP		1
Price written on cover, otherwise Mint. ■ Minis rules for company-level infantry & vehicle-level AFV combat in the mid-20th century. Suitable to 1/72 - 1/300 scale, with 1 mini=1man or vehicle, 1"=up to 100m, 30sec/turn. This is an updated 2nd ed version of the rules. '75										
<b>West Carolina Hist.Resrch</b>			(541) 756-4711 10am-9pm PST	M.Dean@FineGames.com				FAX (702) 926-5205 anytime		
<b>Pocotaligo 1862 &amp; 1864</b>		41631		\$39.00	New	zl		OoP		4
Unusually nicely produced & documented, regt lvl game of two minor battles in S.Carolina in moderate to moderately complex system. Pocotaligo Expedition deals with Oct '62 Union raid intended to begin a campaign to seize Charleston & Savannah. BtIs at Tullyfin Crossroads covers the Union Dec'64 attach in the same area as Sherman's army approached Savannah from the south.										
<b>West End Games (D6 Legend)</b>			(541) 756-4711 10am-9pm PST	M.Dean@FineGames.com				FAX (702) 926-5205 anytime		
<b>Counter Tray, WEG Wide Style BC Trays</b>		88869		\$3.50	Mint	n		OoP		Z
MANY AVAIL. ■ Wider, 2pc WEG Trays w/ the most secure closure made in a counter tray.										
<b>Counter Tray, WEG Wide Style BC Trays</b>		75833		\$3.50	Mint	n		OoP		Z
Wider, 2pc WEG Trays w/ the most secure closure made in a counter tray.										
<b>Counter Tray, WEG Wide Style BC Trays</b>		36517		\$3.50	Mint	n		OoP		Z
Wider, 2pc WEG Trays w/ the most secure closure made in a counter tray.										
<b>Imperium Romanum II</b>		89751		\$85.00	Mint	BC		OoP		6 4
2 of 4 counter sheets reverse printed. Face of 1 of 4 counter sheets slightly askew, few counter ID#s offset. No counter tray. ■ RECOMMENDED 1-4 player game of military & economic conflict thruout the Roman era and the Mediterranean in numerous scenarios. A great multi-player game. A Nofi'85										
<b>Kamakura</b>		4012		\$33.00	V.Good	HC		OoP		6 6
Rules wrinkled. ■ 2-6 player game of politics & war in feudal Japan c. 1200 using a slight elaboration of the Diplomacy system. Includes special events, variable army size, and 5 scenarios w/ varying # of players. M.Mills'82										
<b>Marlborough at Blenheim</b>		41623		\$38.00	Mint	HC		OoP		3
No counter tray. Some box scuffs. ■ Simpler but well researched grand tactical game of the pivotal battle in the War of Spanish Succession. Allied leadership advantages must unhinge a French defensive line and crush its army to win. D.Palmer'79										
<b>Paranoia: Gamemaster Screen</b>		67923		\$4.00	Mint	Fo		OoP		1 M
Screen with useful tables & charts for the GM, plus a booklet with 3 new adventures. '86										
<b>Tales of the Arabian Nights</b>		3002		\$89.00	Excell	BC		OoP		A M
3 Charts professionally laminated. One smudge on rules back cover. ■ Mod. complex, 1-4 player game of adventure in the Arabic world using an extensive paragraph system, special abilities and lrg scale map of Europe, Asia & Africa. 4 Game styles: basic (fast playing), Storytelling, Adventure & Solitaire. E.Goldberg'85										
<b>Winsome Games</b>			(541) 756-4711 10am-9pm PST	M.Dean@FineGames.com				FAX (702) 926-5205 anytime		
<b>Colorado Rails</b>		16085		\$35.00	Mint	Tb		OoP		A 6
Smlr, modest complexity RR gm set in western Colorado, 1870-80. Played w/ colored markers on laminated paper map. Som assbly reqd. Simplified, smaller version of Tracks to Telluride. J.Bohrer'95										
<b>Rail Baron: US Rails Expansion Kit</b>		16123		\$25.00	Mint	n		OoP		A M
Kit using Rail Baron componets to game the situation in the latter half of the 20th Century as US railroads struggle to compete with the trucking industry & the interstate freeways. 2-6 players & fast play. J.Bohrer'96										
<b>Wiz Kids LLC</b>			(541) 756-4711 10am-9pm PST	M.Dean@FineGames.com				FAX (702) 926-5205 anytime		
<b>Lord of the Rings, Nazgul Board Game</b>		97643		\$59.00	** New	LB **				2 M
3-5 player, cooperative game in which players are the evil ringwraiths, the Nazgul, under Sauron's control. Players must hunt down the Fellowship & retrieve the ring before it can be destroyed, all the while trying to maximize your status in Sauron's eyes. Each victory over the Fellowship increases your power, your forces & your favor. '12										
<b>Worldwide Wargamer (3W)</b>			(541) 756-4711 10am-9pm PST	M.Dean@FineGames.com				FAX (702) 926-5205 anytime		
<b>Aces High 3rd ['92]</b>		105330		\$27.00	New	HC		OoP		1
Revision w/ updated graphics of nicely done WW1 air-air combat game. 72 plane types & 56 missions. J.Hind, M.Smith'93										
<b>Alma, Battle of the...</b>		103305		\$25.00	V.Good	HC		OoP		3
Missing 1 unit, ID & color copy of countersheet included. 40% punched. ■ Grand tac gm of first btl of the Crimean War, Spt 1854. Uses interactive system so players continually involved. Emphasizes C&C, formation, cavalry charges & weapon types. 2 smaller scenarios & grand btl scenario. R.Markham'94										
<b>American Aces</b>		105331		\$27.00	New	HC		OoP		1
Stand-alone add-on to Aces Hi system. Focuses on American air-air combat late in WW1 w/ 40 scenarios. J.Hind, E.Lawson '94										
<b>Ancients II</b>		88804		\$25.00	Excell	HC		OoP		2
Strip punched. ■ Complete game that mates with Ancients I. More tactical combat in pre-gunpowder era, now including naval combat. Provides 32 scenarios including naval btl. B Banks'92										
<b>Ancients II</b>		6562		\$35.00	Mint	HC		OoP		2
V.Clean. ■ Complete game that mates with Ancients I. More tactical combat in pre-gunpowder era, now including naval combat. Provides 32 scenarios including naval btl. B Banks'92										
<b>Army Group Center</b>		90205		\$42.00	Mint	HC		OoP		4
Map mildly moisture dimpled; very slight warp. ■ Covers AGC's first week of Barbarossa as it tries to encircle the Soviet units at the front. Historical & 2 what-if scenarios. M.Yamazaki'93										
<b>Black Prince</b>		103696		\$35.00	Excell	HC		OoP		3
Complete. ■ 4 battles from the Hundred Years War focused on Edward, Prince of Wales, the so-called Black Prince: Crecy, 1346; Poitiers, 1356; Ravennet, 1367; Berneuil, 1424. Uses a relatively simple game system with high solitaire suitability. 400 counters, 4 maps on 1 dbl-sided mapsheet. R.Markham'92										
<b>Chinese Civil War, 2nd</b>		103891		\$24.00	New	BC				6
NOTE: No shrinkwrap, & box has a minor ding to upper edge creating creases on cover & side; components cherry, otherwise new. ■ Graphic upgrade of this strategic level game of the Chinese Civil War, 1946-9. B.Fowler'93										
<b>Condor, Liberation of Spain (Operation</b>		3021		\$39.00	Mint	HC		OoP Err		4

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surchage Flag	General	Box	Out-of	Errata	Game #	of		
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale	Plyrs	
Unpunched. Rules neatly highlighted in yellow, w/ a few light spots on cover. Otherwts mint.											
<b>Crimean Shield</b>		88527		\$27.00	Mint	HC				3	
Detailed 1-2 player gm of the see-saw btls for the Crimea thruout WW2. 8 scenarios, btln-div lvl, w/ emphasis on command & supply. 8 scenarios. M.Yamazaki'94											
<b>Crusades II</b>		103695		\$39.00	Excell	HC	OoP			2	
Complete. 2" crease extending from one box cover corner, otherwts EX. ■ Simple, tactical lvl quad game covering 4 battles of the Crusades era: Hab (1119), Hattin (1187), Nicopolis (1396), Tanneberg (1410). Simple game mechanics, and high solitaire suitability too. 400 counters, 4 maps on 1 dbl-sided mapsheet. R.Markam'94											
<b>Dark Crusade, 1st</b>		91192		\$27.00	Mint	BC	OoP	Err		6	
Simple corp/army level treatment of War in East, 1941-45, using a point-point move system & a few special rules that reflects the USSR's growing strength. L.Coatney'84											
<b>Defense of Rorke's Drift / Boer War</b>		44524		\$29.00	New	HC				2	
2 decent games from 3W! Rorke's Drift is a modestly complex, tactical lvl game of the heroic British defense by 180 soldiers of a isolated outpost bordering Zululand, 1879. Man-man lvl w/ 5 scenarios. P.Bertram'91 BOER WAR is a strategic lvl game of the Boer Rebellion in southern Africa, 1899. 2 scenarios & campaign. E.Faust, L.Fisher'91											
<b>Defense of Rorke's Drift / Boer War</b>		103631		\$28.00	New	HC				2	
2 decent games from 3W! Rorke's Drift is a modestly complex, tactical lvl game of the heroic British defense by 180 soldiers of a isolated outpost bordering Zululand, 1879. Man-man lvl w/ 5 scenarios. P.Bertram'91 BOER WAR is a strategic lvl game of the Boer Rebellion in southern Africa, 1899. 2 scenarios & campaign. E.Faust, L.Fisher'91											
<b>Desert Rats</b>		3028		\$35.00	Mint	BC	OoP	Err		4	
Cherry aside from some box scuffs & price tag on cover. ■ Operational, rgtlbrg level game of the war in Libya & Egypt, 1941-2.											
<b>Duel for Kharkov, 2nd</b>		106728		\$42.00	New	BC	OoP			4	
Lrg 2-map gm of 3rd & 4th blt for Kharkov, Feb-Mar'43. Wild, mobile action as German reinforcements from West finally defeat Soviet offensive that began at Stalingrad. Reprinted in a bi-lingual (English & German) version from the earlier PWG version. J.Radey, D.Bolt'94											
<b>Forward to Richmond, 2nd</b>		3031		\$35.00	Mint	BC	OoP	Err		2	
Cherry. Includes 2nd ed supplemental rules/errata with a couple of spots on cover. ■ Boxed update of this game of the first battle of the American Civil War, First Bull Run, July 1861. Game reflects morale, especially, the green nature of both armies, difficulty getting subordinate units to follow commands. 250yd/hex, 45min/turn, c.700men/unit. 260 counters, mounted map. 2nd ed adds a supplement with a reprinted strategy article plus rule clarifications & optional rules. B.Pollard'83											
<b>Give Me Liberty</b>		10800		\$37.00	Mint	HC	OoP	Err		4	
Cherry. ■ Rgt level, 2-map, area move game of American Revolution, 1775-81. 400 counters, 4 scenarios & campaign game. R.Markham'92											
<b>Hitler's Last Gamble ERRATA [3/90]</b>		88556		\$5.00	Excell	n	OoP	Err		4	
3/90 version. ■ 3/90 version. 20pgs of extensive rules revisions & clarification by dedicated designer. Intended as draft for 2nd ed rules that 3W never bothered to publish. This version is very similar to earlier 3/90 version. '90											
<b>Ironsides, the English Civil War</b>		88520		\$45.00	Mint	BC	OoP			6	
Strategic lvl gm of the entire English Civil War, 1642-9 thruout England, Scotland & Ireland. Includes 3 scenarios (Irish Rebellion, Edgehill Campaign, Scottish Campaign), plus campaign gm. A game with strong allure & potential that fails due to negligent development (if any) at 3W. R.Markham'94											
<b>Kesselring</b>		3039		\$39.00	Mint	BC	OoP			4	
Price tag on cover. Rules have isolated spot stains on most pages, esp. cover. Otherwts mint.											
<b>Marston Moor</b>		3043		\$39.00	Mint	BC	OoP	Err		2	
Cherry.											
<b>Modern Naval Battles 2nd</b>		99672		\$30.00	Excell	HC	OoP			1	
Complete. 2nd ed rules. Some remanant of aging rubber bands on a sml number of cards. ■ 2nd ed rules. Fun, v.simple, 2-6 player card game pitting ships of various modern navies against each other w/ multiple weapon systems. Expandable w/ other 2 games in series. D.Verssen'90											
<b>Modern Naval Battles III</b>		3050		\$22.00	Mint	HC	OoP	Err		1	
Campaign expansion kit for MNB I. Adds additional cards of many types including 46 aircraft, 49 ships, 47 action cards. '90											
<b>Mr. Lincoln's War: Army Potomac/Tennesse</b>		10807		\$99.00 **	Mint	BC **	OoP			6	
Box scuffs. Components cherry. ■ 2 separable games in 2 boxes: Games separate & mateable. Covers eastern & western theatres, 61-65, strat lvl using strength pts. Emphasizes leadership, production, unit differentiation. M McLaughlin '83											
<b>Napoleon's Later Battles I</b>		77841		\$29.00	Mint	HC	OoP			3	
End panel split repaired. ■ Historical btls of investment of largely undefended Smolensk & later attack on Russian rear guard at Lugino. Also includes alternative campaign linking 2 gms. K.Poulter'92											
<b>Panzerkrieg, 3rd</b>		97246		\$32.00	New	BC				4	
Graphic update to this venerable 9 scenario gm of campaigns across all of S.Ukraine '41-44 (Kiev south) at div/corp lvl. System & some units have been tweaked by orig designer. J.Prados'94											
<b>Royalists &amp; Roundheads I</b>		104070		\$40.00	Mint	zl	OoP	Err		3	
No box or die. Unpunched. Errata neatly written onto TEC & range table crossed out (supplanted by a very different table in errata). Otherwts clean. ■ 300 counter game covering 4 battles from the English Civil War, 1642-46: Naseby, Marston Moor, Kilsyth, Justice Mills. Errata for this game found in R&R II game. R.Markham'92											
<b>Royalists &amp; Roundheads III</b>		103633		\$28.00	New	HC				3	
Modestly simple quad of 4 more btls from English Civ War: Edgehill (Oct 1642), Fyvie (Oct'44), Auldearn (May'45), Alford (Jul'45). Includes R&R I errata. R.Markham'92											
<b>Salvo! Battleship Combat, 1939-45</b>		83238		\$29.00	Mint	HC	OoP			1	
Simple, tactical naval combat between battleships in WW2 in actions around the world. 10 scenarios including actions at Mers El Kebir, 1940 (destruction of the Vichy French fleet); Calabria 1940 (Italy & Britain in the Med); Cape Matapan 1941; Denmark Strait 1941 (end of the Hood & Bismarck); Gulf of Siam 1941; Second Guadalacanal 1942; North Cape 1943; Surigao Strait 1944. M.Smith '92											
<b>Salvo! II, Battleship Combat in WW1</b>		58736		\$27.00	Mint	HC	OoP			1	
9 scenario game of WW1 small fleet combats thruout the war. 10min/turn, 2000yd/hex, individ capital ships. M.Smith'92											
<b>Scratch One Flattop! Battle of Coral Sea</b>		103299		\$25.00	Excell	HC	OoP			2	
Complete & clean. ■ Mod complex gm of air & sea combat during & prior to Btl of Coral Sea, Spr'42. 9 scen & Coral Sea camp gm. P.Bertram'92											
<b>Starforce Terra, Contact</b>		47384		\$19.00	New	HC				6	
Simple 2-6 player card gm of space warfare using system similar to Modern Naval Btts. Good w/ lots of beer & pretzels, and a good beginners game. '91											
<b>Tahiti, Clan Warfare in Polynesia 759AD</b>		104072		\$25.00	Excell	BC				6	
Complete. 2" crease on box top & btm. ■ Simple game of tribal rivalry for 1-4 players w/ all the tools of island warfare. A beer & pretzel (or okolehau & poi) game with a solid foundation. 2wks/turn, about 6mi/hex, 234 countersK.McPartland'94											
<b>Tide of Fortune</b>		97400		\$27.00	New	HC				4	
Covers Allied dilemma as they approach Dutch-German border, Spt'44. 2 scenarios: Btl for Antwerp (4 Spt) & Market-Garden (17 Spt). Uses WestWar system from Italian Campaign & Pas de Calais. J.Schettler'93											
<b>War to End Wars</b>		3076		\$25.00	Mint	HC	OoP	Err		6	
Unpunched. Rules neatly highlighted in yellow. Includes several variant & strategy articles on game. ■ 2-3 player, small strategic lvl gm of WW1 thruout Europe & Mid East. w/ specialized units, sub warfare, variable neutral entry. 1 scenario + campaign game. Overly ambitious for a simple game. A dud. R.Sandell'85											
<b>Worthington Games</b>		(541) 756-4711 10am-9pm PST		M.Dean@FineGames.com		FAX (702) 926-5205 anytime					
<b>Anzio &amp; Cassino</b>		96998		\$38.00	New	BC				4	
Simpler game of key portions of the Italian campaign in 1944. Covers Anzio (Op Shingle) from Jan-Feb, and also the assault on the Cassino Line at Cassino. 2 countersheets. '10											
<b>Blood &amp; Sand</b>		102929		\$42.00	New	BC				4	
Block game system of the battles in N.Africa, 1941-2 using a simpler system that optionally includes cards to provide addtl resources or special events but doesn't drive play. Scenarios focus on Tobruk, Apr 1941, and Crusader (Jan 1942), plus a campaign game running from Apr'41-Dec'42. '11											
<b>Boots on the Ground 2nd</b>		101972		\$29.00	New	BC				1	
Block system game of urban combat against insurgents with a well trained, specialized force. One player takes a small fire team including a demolitions expert, a heavy weapons, a medic, a sniper & a leader. You're appraised of the intel on the area -- but it changes once you have Boots on the Ground. Can also be played with 2 teams cooperating against an insurgent force. '11											
<b>Gettysburg 150</b>		104957		\$48.00	New	BC				4	

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surcharge	General	Box	Out-of	Errata	Game #-of		
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale	Plyrs
Game of the battle of Gettysburg published 150 years after. Operational level game of the battle itself, Div/corp level, and relatively simple & fast playing, with a scale & playability akin to AH's Gettysburg '88. Includes mounted map, 2 countersheets. '13										
<b>Ghost Panzer</b>		106064		\$53.00	New	BC				2
Fast-playing game of squad level tactical combat using the Band of Brothers system. Covers various actions involving the German 11th Panzer (Ghost) division on the eastern front, 1941-4. All its major battles are represented including Typhoon (where they were within 12mi of the Kremlin), The Bloody Triangle, and the attempted relief of Stalingrad, the Backhand Blow & Korsun Pocket. System rewards historically accurate play. 7 dbl-sided geomorphic maps, 3 countersheets, fast playing. J.Krohn'13										
<b>Guns of Galicia</b>		99624		\$39.00	New	BC				6
Game of the war on the eastern front in WWI using the Guns of August game system. Corp level game with 3 scenarios covering the 1914 Galicia campaign, 1915 Tarnow campaign & 1916 Brusilov offensive. Div/corp level with 9mi/hex, 3days/turn. Chit activation makes for an interactive game. 2 countersheets. '12										
<b>Hold the Line</b>		104729		\$64.00	New	BC	OoP			3
Block system game covering tactical level combat during 12 key battles of the American Revolution. Terrain constructed w/ 62 dbl-sided tiles. 114 counters. Covers btl of Long Island, Harlem Heights, Princeton, Trenton, Hobkirk's Hill, Eutaw Springs, Bemis Heights, White Plains, Kings Mtn, Brandwine & Monmouth. '08										
<b>Hold the Line: French &amp; Indian War Kit</b>		105368		\$16.00	New	Fo				3
Kit adding the rules, 5 scenarios, French & Indian units, etc, to cover battles from the French & Indian War of 1759-61 using Hold the Line. '08										
<b>Holdfast, Russia 1941-42</b>		106225		\$46.00	New	BC				4
Strategic level, block-style, relatively simple & fast-playing game of the first year of the Axis invasion of the Soviet Union, 1941-42. Army level. G & M.Wylie'14										
<b>Mercury &amp; Market-Garden</b>		103218		\$38.00	New	BC	OoP			3
Game of 2 airborne invasions: Mercury, the German invasion of Crete in May 1941; and Market-Garden, the Allied overland & airborne, Sept 1944 offensive aimed at the Rhine bridges in The Netherlands. 8mi/hex, 1day/turn. 2maps, 2 countersheets, relatively simple rules. '12										
<b>Napoleon's War: Battle Pack 2</b>		102898		\$25.00	New	Fo	OoP			4
Kit including 2 double-sided maps plus 2 scenario cards allow play of 4 games from the War of 1812: Queenston Heights, Chippawa, Bladensburg, New Orleans. '10										
<b>Naval War of 1812</b>		106734		\$49.00	New	BC	Going			1
Limited printing of 812 copies. Fast playing game focuses on tactical naval combat between the US & Britain during the War of 1812. The American's hunts down British merchant ships while the Brits seeks out both US merchants & warships. Includes mounted board, plastic ship minis & ship maneuver cards. '12										
<b>New York 1776, the New York Campaign</b>		105399		\$46.00	New	BC				4
Block-style, strategic/operational level game with tactical level battle resolution covering the British campaign to secure New York during 1776, early in the American Revolution. This campaign included the largest number of troops of the war, and involved a series of British amphibious landings aimed at trapping the American army. Both sides have ambitious victory conditions, making it a tough contest for both. M. & G. Wylie'14										
<b>Prussia's Defiant Stand</b>		98143		\$60.00	** New	BC	** OoP			6
Card-driven block system game of Frederick the Great & the 7 Years War. Focus is on maneuvering for position & leadership. Includes Prussia, Austria, France, Russia, Sweden & 7 unit types. '07										
<b>Turning Point</b>		93303		\$32.50	New	BC	OoP			3
Block system game of the battle of Freemans Farm & Lundy's Lane from the Am Revolution & War of 1812. '10										
<b>Victoria Cross, Battle of Rorke's Drift</b>		103995		\$49.00	Mint	BC	OoP	Err		2
Block-style, area move game of the battle of Rorke's Drift during the British campaign against the Zulus, 1879. Mid-level tactical, with 60 blocks representing individual leaders & small groups of foot soldiers or larger groups of Zulus, each neatly illustrated with colorful artwork. Fast playing & suitable both to beginners & experienced players. M. & G.Wylie'04										
<b>War &amp; Peace</b>		98653		\$46.00	New	BC				6 5
Strategic level, 2-5 player game of the Napoleonic Wars, 1805-15. France & Britain duke it out, striving to gain allies and either occupy the enemy nation or, in the case France, isolate Britain politically & economically. Played with plastic minis for inf, cav, artil & ships. Includes a hard mounted board. Game is akin to Risk with the addition of alliances. Very limited print run on this game. '12										
<b>WWW Schwerpunkt Mag</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Schwerpunkt Magazine #1</b>		3753		\$8.00	Mint	n	OoP			Z
<b>Schwerpunkt Magazine #2</b>		106537		\$10.00	Mint	n	OoP			Z
ARTICLES ON: Blitzkrieg in the South description & strategy; profile of designer Vance von Borries; description & strategy in Army Group Center; errata for Give Me Liberty, Tide of Fortune. '94										
<b>WWW Strategy &amp; Tactics</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime										
<b>Abensburg, Battle of... #113</b>		102641		\$20.00	Mint	n	OoP			2
Cherry. ■ Mag & Game. One of a pair of mating games of battles between French & Austrians, Apr1 1809. Abensburg was the initial engagement in which Austria lost its chance to defeat Napoleon who, instead, soundly defeated the Austrians. 600yd/hex, rgt lv, uses the Napoleon at Austerlitz system. Campaign rules to link 2 games in S&T115. K.Poulter'87 / ARTICLES ON: Royal Navy 1660-1774; Havana 1762; British Intervention in the Am Civil War; Spanish Ulcer book & the Peninsular War; US Inf Divs in WW2; Napoleon's Campaign on the Danube, 1809; the Iran-Iraq War Since 1986; Chad, 1985-87.										
<b>Abensburg, Battle of... #113</b>		105724		\$18.00	Mint	n	OoP			2
Rules separated. ■ Mag & Game. One of a pair of mating games of battles between French & Austrians, Apr1 1809. Abensburg was the initial engagement in which Austria lost its chance to defeat Napoleon who, instead, soundly defeated the Austrians. 600yd/hex, rgt lv, uses the Napoleon at Austerlitz system. Campaign rules to link 2 games in S&T115. K.Poulter'87 / ARTICLES ON: Royal Navy 1660-1774; Havana 1762; British Intervention in the Am Civil War; Spanish Ulcer book & the Peninsular War; US Inf Divs in WW2; Napoleon's Campaign on the Danube, 1809; the Iran-Iraq War Since 1986; Chad, 1985-87.										
<b>Afrika Orientale #128</b>		96743		\$39.00	Mint	n	OoP			4
Mag has been read. ■ Mag & Game. Rgt/Brig/div level, Europa system game of the Allied invasion of Italian East Africa (Somolland, Sudan, Kenya), Dec'40-41. 32mi/hex, 2wks/turn, 200 counters. J.Brown'89 / ARTICLES ON: The End of Italian East Africa; the First Golden Era of Gaming (by Balkoski, Isby & Nofi; Rush to Glory errata.										
<b>Anzio Beachhead ['90] #134</b>		97429		\$45.00	Mint	n	OoP			4
Cherry. ■ Mag & Game. Operational, btl/nr/rt game of Allied invasion at Anzio, & the German attempt to first drive them back into the sea & then simply to contain them. Fast playing, simpler system adapted from the '70 game, and now a tense game. 0.9mi/hex, 2days/turn. V.von Borries'90										
<b>Arabian Nightmare: Kuwait War #139</b>		104285		\$29.00	Mint	n	OoP			4
Rules highlighted in yellow; otherwise unpunched & clean. ■ Mag & Game. Complex & rushed game design covering the military aspects to the 1990 Kuwaiti War. Later heavily revised and expanded to include the more-important political elements to the campaign. 300 counters, lots of rules. J.Dunnigan, A.Bay '90 / Published with a color, unmounted page of additional counters (November Mobilization). ARTICLES ON: the 1990 Crisis in the Persian Gulf; Reactions of Noncombatant Civilians in a Crisis Area; Where is the Iraqi Army?; What is Saudi Arabia?; What is Iraq?; Strategy in Arabian Nightmare.										
<b>Baton Rouge #133</b>		33388		\$19.00	New	n	OoP			2
Mag & Game. City fighting using GBACW system. Confeds attempt to retake Baton Rouge defended by Union brigade, supported by a confed gunboat, Aug'62. R.Berg'90										
<b>Beirut '82, Arab Stalingrad #126</b>		12008		\$20.00	New	n	OoP			4
Mag & Game. Includes 18 counters for the 3rd Reich Ethiopia variant in Battleplan #8. Game covers the Israeli drive to capture first southern Lebanon then Beirut & clear the area of Palestinian opposition. Determined, guerilla-like Palestinian resistance together with diplomatic pressure ended further Israeli efforts. 2000f/hex, 3days/turn, widely varying units. T.Kane'89 / ARTICLES ON: Nicaragua & the American Civil War; Argentine Perspective on the Falklands War; modern Spanish Legion awaits a mission; the Israeli Invasion of Lebanon, 1982; Low Intensity Conflict in the Modern World; US Special Forces KIAs on Grenada 1983; Role of Cuba's Forces in Angola; ERRATA for Fortress Stalingrad #124 & Campaigns in the Valley #123.										
<b>Campaigns in the Valley #123</b>		24109		\$20.00	New	n	OoP			4
Actually a New copy. ■ Mag & Game. Includes variant counters for Indian Mutiny (1), End Iron Dream (16), House Divided leaders variant (12). Operational level, 2 scenario game depicting the 1862 & 1864 campaigns in the Shenadoah Valley. 100 counters, 2.5mi/hex, 2days/turn. Unnecessarily bland map for such a beautiful valley. R.M. 2.5mi/hex, 2day/turns. R.Markham, M.Seaman'88 / ARTICLES ON: Pompey & the 49BC Campaign; modern French Foreign Legion; Campaigns in the Shenadoah Valley; ERRATA for Indian Mutiny #121 & Nicaragua #120; Netherland's Army in 1815; German Aircraft Carriers in WW2.										
<b>Donau Front #131</b>		105738		\$39.00	Mint	n	OoP			4
Rules separated. Very clean. ■ Mag & Game. V.5 of Central Front series, 2nd ed rules (not compatible w/ 1st 3 games). Covers Warsaw Pact drive into Bavaria toward Munich. C.Kamps'89										
<b>Doomed Victory #136</b>		56374		\$15.00	Mint	n	OoP			2
Mag & Game. Detailed, division level game of the battle of Borodino, Sept 1812, where Napoleon vainly tries to conquer the Russian army. 2 scenarios, w/ free deployment option. 300m/hex, 30min turns. G.Morgan'90										
<b>Eckmuhl, Battle of... #114</b>		58132		\$18.00	New	n	OoP			2
Mag & Game. One of a pair of mating games of battles between French & Austrians, Apr1 1809. Eckmuhl occurred 2 days after & north of Abensburg, as Napoleon attempts to trap the defeated, retreating Austrian army. 600yd/hex, rgt lv, uses the Napoleon at Austerlitz system. Campaign rules to link 2 games in S&T115. K.Poulter'87 / ARTICLES ON: Pancho Villa's Movie Deal; Ratios Among the Arms in 1914; Defoliants Against Japan 1944-5; Daumesnil, Napoleon's Guardian Angel; Active Military Forces 1987; Clash on the Danube, Apr 1809, pt 2: Eckmuhl; AirLand Battle Doctrine; ERRATA for Korea #111 & Abensburg #113.										
<b>Far Seas, German Cruiser Ops in WW1 #125</b>		97432		\$50.00	Mint	n	OoP			4



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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surchage Flag	General	Box	Out-of	Errata	Game #-		
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale	Plyrs
See page 1 for an explanation of the various codes & column data used in this catalog.										
Cherry. ■ Mag & Game & 48 Zulu War counters for game in Bttlplan #7. British hunt for German armored cruisers around the world early in WW1. RECOMMENDED. M.Anderson'87										
<b>Far Seas, German Cruiser Ops in WW1 #125</b>		66976		\$50.00	Mint	n	OoP			4
One page of rules moisture stained. ■ Mag & Game & 48 Zulu War counters for game in Bttlplan #7. British hunt for German armored cruisers around the world early in WW1. RECOMMENDED. M.Anderson'87										
<b>Fortress Stalingrad #124</b>		97449		\$39.00	Mint	n	OoP			4
Cherry. ■ Mag & Game. Strategic, corp/army level game of Soviet Winter'42 offensive that destroyed the German 6th Army at Stalingrad. Covers the entire Ukraine from Voronezh south. 10days/turn. RECOMMENDED. T.Bomba'88										
<b>Fortress Stalingrad #124</b>		105750		\$39.00	Mint	n	OoP			4
Rules separated. Very clean. ■ Mag & Game. Strategic, corp/army level game of Soviet Winter'42 offensive that destroyed the German 6th Army at Stalingrad. Covers the entire Ukraine from Voronezh south. 10days/turn. RECOMMENDED. T.Bomba'88										
<b>Harvest of Death, 2nd Day at Gettysb#129</b>		16826		\$19.00	New	n	OoP			3
Mag & Game. Errata/variant counters for Tomorrow the World 1st (9), Zulu War (1), Army of Tennessee (1). Tiny brig lvl gm of the Confed attack on S end of Union line at Ltl Rnd Top. 2 July'63. Martin & Milman'89										
<b>Indian Mutiny, Sepoy Rebellion 1857 #121</b>		30729		\$20.00	Mint	n	OoP	Err		6
Mag & Game. Sepoy Rebellion thruout India, 1857 on a strategic, area-move scale (and an otherwise bland map). R.Markham & M.Seaman'88 / ARTICLES ON: Piracy & the Spanish Main; Prescribed Allied Defensive Frontages 1918; the South after Yorktown 1781; Lawrence of Arabia's Amphibious Assault; Potential Wars in the World; the Indian Mutiny 1857; Battle of Ypenburg, German Airborne invasion of The Netherlands, WW2.										
<b>Kanev, Parachutes Across the Dnepr #115</b>		96745		\$34.00	Mint	n	OoP			4
Sml dog ear to one mag cover corner; some minor clasp marris to back cover. ■ Mag & Game. Game of the Soviet Sept. 1943 offensive seeking to break the Dnepr River before the Germans could solidify their defense. The offensive was backed by the largest Soviet airdrop of WW2. 200 counters, div/brig/rgt level, 1mi/hex, 8hrs/turn. J.Prados'87 / ARTICLES ON: Parachutes across the Dnepr; Tarleton's Quarter at the Waxhaws; German Naval Radar in WWII; France's death of draft-age males on the eve of WWII; Kanev designers notes; extensive Abensberg & Ehmuhl ERRATA; The 1862 Vicksburg Campaign.										
<b>Korea, the Mobile War #111</b>		97437		\$42.00	Mint	n	OoP			4
Slight discoloration to 2 units; otherws cherry. ■ Mag & Game. 1st 3W issue. 1st year of Korean War 1950-1, in 4 scenarios. rgt/div level. Good Game. D.Ritchie'87										
<b>Manchu, Taping Rebellion 1852-68 #116</b>		98786		\$25.00	Mint	n	OoP			4
Cherry. ■ Mag & Game. Interesting if not popular strategic level game of the Taiping Rebellion thruout China, 1852-68. Rebels attempt to overthrow the Manchu dynasty, which must coordinate a large but lethargic army. 35mi/hex, yearly turns. R.Berg'88										
<b>Men At Arms #137</b>		97426		\$25.00	Mint	n	OoP			2
About a dozen dice divets on cover of mag; otherws cherry. ■ Mag & Game. Disappointing '90 update of SPI's pre-gunpowder tac gms, 1200BC-1500AD in 32 scenarios. JD & A Nofi '90										
<b>Napoleon at Eylau #138</b>		102682		\$25.00	Mint	n	OoP			2
Cherry. ■ Mag & Game. Initials inked on mag cover. Btl of Pruessich-Eylau, Feb 1807, between French & Russians at tac lvl. Update of early 3W game. K.Poulter'90										
<b>Nicaragua, Revolution in C.America #120</b>		98797		\$25.00	Mint	n	OoP			6
Cherry. ■ Mag & Game. Area move gm of the lengthy & often bitter guerilla war in C.America focused on Nicaragua. Includes what-ifs for more direct intervention by both sides, especially the Reagan's wet dream, direct US intervention. J.Burt, J.Miranda'88 / ARTICLES ON: the degrees of the Iron Cross award; US Army Prescribed Supply allotments 1988; US Navy in WWII Plan v Reality; the Surrender of Geronimo; Patton the Psychologist; Balance of Power 1914; French Tactics in the Napoleonic Era; German U-Boats in the Black Sea in WW2; Panama Defense Force; Revolution in Latin America & Nicaragua.										
<b>North German Plain #117</b>		98791		\$49.00	Mint	n	OoP			2
Cherry. ■ Mag & Game. 4th gm in Central Front series; 2nd ed rules. Covers northern Germany in the Hamburg area. Detailed btl lvl. C.Kamps'88										
<b>Patton Goes to War #112</b>		97456		\$39.00	Mint	n	OoP			2
Cherry. ■ Mag & Game. US offensive in s. Tunisia, Mar-Apr 43, led by Patton using the BtIs of NAfrica game system. Co/btl/rgt level, 2mi/hex, 12hrs/turn, 200 counters. V.von Borries'87 / ARTICLES ON: Interview with Rodger MacGowan, Keith Poulter & Alan Emrich; German Occupation Forces in WW2; Chinese Revolution 1945-9; Breakthru to the Coast, US II Corp at El Guettar & Maknassy, Tunisia, 1943; Austro-Hungarian Army in the 7 Years War; Berg reviews: VG Aegean Strike, Mare Nostrom, OMEGA AirLand Battle, MB Fortress America 1st; Additions & addtl scenario for Target Libya #107; ERRATA for Terrible Swift Swords 2nd (3pgs). '87										
<b>Pegasus Bridge #122</b>		98793		\$49.00	Mint	n	OoP			2
Cherry. ■ Mag & Game. Solitaire, pltn lvl game of paradrop on bridges N of D-Day beaches using an area move system. Errata from later issue is essential. R.Markham, M.Seaman'88										
<b>Sideshow, German East Africa 1914-8 #135</b>		97428		\$48.00	Mint	n	OoP			6
Cherry. ■ Mag & Game. Operational level game of Allied attempt to subdue German forces in German East Africa thruout WWI. Germans use both conventional and guerilla tactics to remain a force in being in the face of massive but lumbering Allied forces. R.Berg'90										
<b>Tigers are Burning #118</b>		14677		\$32.00	New	n	OoP			6
Mag & Game. Smaller, strategic level, nicely balanced, game of Soviet offensive in the Ukraine following Kursk, Aug'43-May'44. RECOMMENDED. T.Bomba'88										
<b>Tsushima, May 1905, Btl of... #130</b>		105752		\$24.00	Mint	n	OoP			1
Rules separated. ■ Mag & Game. Tac naval combat at Tsushima 1904. Lrg BB action w/ good detail. J.Green '89										
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<b>WWW Wargamer Magazine</b>										
<b>Anvil-Dragoon, Southwall 1944 #60</b>		47213		\$22.00	New	n	OoP			4
Mag & Game. Unique game design covers the Allied invasion of S France & the month-long drive north, Aug-Spt'44, as the Germans attempt to both stay alive while delaying Allies. 100 counters, rgt lvl, 2days/turn. L.Cochran'86 / ARTICLES ON: Anvil-Dragoon, assault on the Southwall of France, Aug-Spt 1944; a second look at VG's Vietnam; review of Hobby Japan's Yamamoto & others.										
<b>Assault on Leningrad #14</b>		101396		\$85.00	New	n	OoP			4
Mag & Game. Game of the German Army Group North's drive to capture Leningrad in the fall of 1941. Game progresses thru 3 stages: assault on the Soviet Luga Line, a mobile breakout, and finally the difficult siege & assault of Leningrad itself. Most activity takes place on larger map, 4mi/hex, but once Leningrad is besieged, assaults take place on an inset map at 1mi/hex. 2days/turn, Rgt/Brig/Div level. P.Moore, A.Bagley'81 / ARTICLES ON: Strategy in The Thin Red Line; Battle for Stalingrad 1st review; Crescendo of Doom review; Squad Leader scenarios #1,81,83; Empire of Middle Ages review & analysis; Gallipoli review; Brief Reviews of: Ace of Aces, War of the Worlds, Picketts Charge, Ostkrieg, Streets of Stalingrad, Kreigsmarine, Arcola, Punic Treachery, Murfreesboro.										
<b>Birth of a Nation #18</b>		12776		\$29.00	New	n	OoP			2
Mag & game. Tac-Op, co lvl game of the battle of Saratoga, Sep 1777. R.Berg'82										
<b>Bloody Keren, Ethiopia 1941 #59</b>		46348		\$27.00	New	n	OoP	Err		2
Mag & Game. Allied inv of Ethiopia, 1941. Focuses on Italian defense of mtn line N of Keren, Jan-Apr. Uses BtIs of NA derivative system at btl/rgt/brig lvl. V.VonBorries'86										
<b>China Incident #37</b>		57739		\$24.00	New	n	OoP			6
Mag & Game. Div/corp/army lvl gm of the war in China before Allied entry in war, 1937-41. Japanese fight the Nationalist Chinese, while the Nationalists must limit the growth of Communist Chinese as well. One of just a very few games on the war in China in WW2, plus its a decent game! 200 counters. L.Cochran'85 / ARTICLES ON: the Generalissimo's War in China; review of WEG's Killer Angels; Clash of Steel #31 replay; review of WEG's Druid; errata for Lutzen #32; brief reviews of The Royal Navy, TSR's The Adventurses of Indian Jones. Keith Poulter interviews Wallace Poulter, his son.										
<b>Clash of Empires, 1914 #58</b>		98821		\$20.00	Mint	n	OoP			6
Mag & Game. Corp lvl game of the opening campaign of WW1 in the West using point-point & hidden movement, Aug-Nov 1914. 200 counters, 3days/turn.K.Anderson'86 / ARTICLES ON: The Siege of Malta in history & in the #50 game; errata for Struggle for Stalingrad #47, Condottieri #54; review of VG's Vietnam; brief reviews of Delta Force, Rolling Thunder.										
<b>Clash of Empires, 1914 #58</b>		12307		\$25.00	New	n	OoP			6
Mag & Game. Corp lvl game of the opening campaign of WW1 in the West using point-point & hidden movement, Aug-Nov 1914. 200 counters, 3days/turn.K.Anderson'86 / ARTICLES ON: The Siege of Malta in history & in the #50 game; errata for Struggle for Stalingrad #47, Condottieri #54; review of VG's Vietnam; brief reviews of Delta Force, Rolling Thunder.										
<b>Clash of Steel #31</b>		12342		\$12.00	New	n	OoP			6
Mag & Game. Corp/army-lvl game of the entire War in the East during WWII. Uses a double-blind game system played on 2 identical maps. Includes solitaire rules. A well-designed game by an East Frong guru, but the dbl-blind idea never took off. 200 counter, 1mo/turn. K.Poulter, L.Coatney'84 / ARTICLES ON: Clash of Steel analysis of the limit intelligence system w/ examples of play; Clash of Steel Strategic Options & variant scenarios; review of GDW's Assault 1st; review of TSR Gleam of Bayonets; brief reviews of SIMCAN Ortona, TSR Air War 2nd RPG Recon, Johnny Reb, Alert Force, MMM Charge to Glory.										
<b>Custer's Luck #45</b>		13881		\$19.00	New	n	OoP			4
Mag & game. Operational level game of the US 7th Cav's Little Big Horn campaign against the Sioux & Cheyenne, 1876. Game begins after the defeat of Crook at Rosebud, leaving Terry, Gibbon & Custer on the field. 4 scenarios including an historical battle scenario & historical campaign, & two what-ifs. 10mi/hex, 2day/turn. 100 counters. W.Close'85 / ARTICLES ON: major ERRATA for MacArthur & End Iron Dream; the War for the American Plains; World In Flames 1st overview & strategy & designer's notes, plus official ERRATA as of Aug '85; review of AH Russian Front; review of COA La Bataille d'Auerstadt 2nd, with comparison to 1st ed; brief reviews of TSR RPGs, PANTER Trial of Strength.										
<b>Duel in the Desert #51</b>		63372		\$17.00	New	n	OoP			6

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surchg	General	Box	Errata	Game #-of		
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale
Mag & Game. Btlm/rgt/div level, dbl blind game of the war in N.Africa May'41-Nov'42. Emphasizes limited intelligence as each side has their own map & doesn't see their other's units, and is fairly simple. 30km/hex, 1mo/turn. E.Faust'86 / ARTICLES ON: Duel in the Desert & other N.Africa games; review of HOBJAP's Pacific Fleet; Hell Hath No Fury #38 replay.									
<b>Dynamo, Dunkirk 1940 #53</b>		<b>98801</b>		<b>\$45.00</b>	<b>Mint</b>	n	OoP		4
Cherry. ■ Mag & Game. Div lvi German drive across northern France & Belgium to the French coast, May 1940, the middle phase of the invasion of France. The Germans seek to turn every new defensive line the Allies attempt to create, while the Allies need to stabilize the situation and maintain a supplied beachhead in Flanders or smash the thinly spread German panzers. Beautiful map of France & low countries, 6.5km/hex, 1day/turn, 200 counters. Special rules for blitzkrieg, airpower, sea evacuation. 2 scenarios. T.Bomba'86 / ARTICLES ON: Dynamo & the near miss of Allied responses to the German breakout in May 1940; reviews of PWG Duel for Kharkov, OMEGA Main Battle Area & TSR 13 Colonies in Revolt; strategy in China Incident; errat for War to End Wars, Rommel at Bay, GDW Op Market-Garden.									
<b>End of the Iron Dream #42</b>		<b>12505</b>		<b>\$22.00</b>	<b>New</b>	n	OoP		6
Mag & Game. Strategic level game of the fall of nazi Germany during the last year of WW2. Includes all 3 fronts active at during Jun'44-May'45. While a 2-sided game, it can also be played by 3 or 4 players by separating the western Allies from the Soviets, and adding two German players. Also allows the game to continue into World War III (the Patton Wet Dream). A solidly effort by the future editor of Command Mag. 300 counters, corp/army level, 0.5mo/turn. T.Bomba'85 / ARTICLES ON: End of the Iron Dream Designer's Notes & a WWII scenario; Review of Recon, the Role Playing Game of Vietnamese War; Variants & new scenarios for PWG's Kirovograd, Race to the Meuse #26, Lawrence of Arabia #23, Port Stanley #28, Lodz #29, No Trumpets #22; errata for Hell Hath No Fury #37.									
<b>Fallen Eagle, Battle of Khe Sahn #62</b>		<b>100317</b>		<b>\$38.00</b>	<b>New</b>	n	OoP		2
Mag & Game. Last Wargamer V.1 (3W) issue. Btltr bitf for Khe Sahn, a forward firebase northern S.Vietnam, that proved to be a diversion preceding attack on Hue, Jan-Mar 1968. Col/pltn level. 460yd/hex. P.Moore'87 / ARTICLES ON: Khe Sahn, study in confusion; Russian Front variant; RSS's Carrier Battles review, errata & optional rules; tactics in WEG Tank Leader East Front.									
<b>Fight on the Beaches #40</b>		<b>12535</b>		<b>\$19.00</b>	<b>New</b>	n	OoP		4
Mag & Game. Game of the possible German invasion of SE Britain in the fall of 1940 (Op Sealion). Operational, Btlm/rgt lvi. Variable German victory objectives and variable invasion sites. 5mi/hex, 12hrs/turn, 200 counters. T.Sundell, J.Lambshhead'85 / ARTICLES ON: Fight on the Beaches Designer's & Historical Notes; review of Boots & Saddles; Advanced CINCPAC variant rules for East Wind Rain 1st; extensive errata for China Incident #37, plus errata for Hell Hath No Fury #38; option rules for Unconditional Surrender #36; replay of the Holy Roman Empire #33 plus errata; brief reviews of Central Command, Overlord & Empire Builder.									
<b>First Team #56</b>		<b>100322</b>		<b>\$25.00</b>	<b>New</b>	n	OoP		4
Mag & Game. Solitaire game of the newly formed US 1st AirCav's blocking of the Oct-Nov 1965 NVA offensive across the central highlands of southern Vietnam. But the cost was heavy. 2days/turn. M.Joslyn'86 / ARTICLES ON: First Team in Vietnam history & designers notes; errata for Glory Road #52, Rommel at Bay, Dunkirk 1940 #40; Condottieri #54; review of WEG's St. Lo; brief review of VG's Pacific War, Dragoon v Hussar.									
<b>Glory Road #52</b>		<b>12647</b>		<b>\$12.00</b>	<b>New</b>	n	OoP		4
Mag & Game. Rgt lvi gm of the battle of First Bull Run, July'61. First in 3W's abortive North & South series. 1000ft/hex, 45min/turn, 200 counters. Not an especially well regarded game. K.Poulter'86 / ARTICLE ON: Review of ASL & Beyond Valor; review of WEG's Imperium Romanum II with a 36th scanrio; review of TSR's Julius Caesar.									
<b>Hell Hath No Fury #38</b>		<b>91063</b>		<b>\$45.00</b>	<b>Mint</b>	n	OoP		6
Rules separated. Otherwise mint. ■ Mag & Game. Most issues have a circular sticker with correct issue # on it. Strategic level gm of revolt thruout Britain led by Queen Boudica against the Romans, 60AD. Rebels must rally support & ambush Romans to keep initiative, while the Romans must stem the rebellion then crush the rebels. Uses a variable activation system to generate rebellious forces. Area move Cohort/band level. T.Sundell'85 / ARTICLES ON: Boudica's Revenge; Bull Run v. Forward to Richmond; review of Hitler Turns Against Russia; review of Spanish Main; Critique of House Divided 1st; Brief reviews of: Web & Starship, Escape from Colditz, Espionage, B-17; Hell Hath No errata.									
<b>Hellfire Pass #39</b>		<b>12431</b>		<b>\$20.00</b>	<b>New</b>	n	OoP		2
Mag & Game. Grand tactical game of the British Battleaxe and Brevity offensives in N.Africa, May-Jun 41, using Btlm of N.Africa system. 2mi/hex, col/btlm/rgt level, 100 counters. A good, small game with a fun game system. Von Borries'85 / ARTICLES ON: Brevity & Battleaxe offensives of 1941; reviews of Milton-Bradley's Conquest of the Empire, Axis & Allies 2nd, BroadSides & Boarding Parties, with variants for the latter; Strategy in VG's Vietnam; extensive errata/changes to West Wall #35; strategy in Hell Hath No Fury; review of BENGÉ's Conquest; brief reviews of La Guerra Civil Espanola, James Bond 007, Combat Cards.									
<b>Holy Roman Empire #33</b>		<b>77937</b>		<b>\$49.99</b>	<b>Mint</b>	n	OoP		8
Cherry. ■ Mag & Game. 2-6 player, Kingmaker-like game of the 30 Years War thruout central Europe. Simple & raucous as the major powers field armies & navies, engage in intrigue with bribery & treachery, all to determine who will be the Holy Roman Emperor. Played with 72 cards & 300 counters on a smallish map of Europe. M.McLaughlin'84 / ARTICLES ON: the wars that composed the 30 Years War, and the armies of the time; review of VG's Vietnam; 1864 scenario for GDW's House Divided 1st; role playing in the age of sail; review of 3W's East Wind Rain & SIMCAN's Hannibal; brief reviews of Mercenaris Spies & Private Eyes, TSR's Drive on Stalingrad, SPI & TSR's Btl for the Ardennes.									
<b>Knights of Justice, Siege of Malta #50</b>		<b>98824</b>		<b>\$49.00</b>	<b>Mint</b>	n	OoP		4
Cherry. ■ Mag & Game. Game of the unsuccessful Muslim siege Malta in 1565 that was a close call. Grand tactical level battle for key defenses of the Grand Harbor. 1wk/turn, 50yd/hex, 30-525men/counter. Suitable for solitaire play. C.Bruce'86 / ARTICLES ON: The Siege of Malta 1565; Napoleon & the Archduke Charles, the battle of Aspern-Essling tactical guide; The Crunch, a new scenario for AH's Battle of the Bulge [81]; review of JEDKO's Europe at War & others.									
<b>Little Round Top #20</b>		<b>12793</b>		<b>\$19.00</b>	<b>New</b>	n	OoP	Err	2
Mag & Game. 3 scenario, grand tactical level gm of Hood's assault on the Devil's Den & Little Round Top, 2 July 1863, one of the key missed opportunities of Gettysburg. 130 counters, 80yd/hex, 10min/turn. Martin & Milman'82 / ARTICLES ON: Cry Havoc review; Raider review; Warsaw Pact review; 1941 review; News of SPI sale & demise; Images of an Uncivil [American] War; Battle of the Bulge '81 Revisited; Ironbottom Sound play thru; errata for Drive on Damascus #15, Birth of a Nation #18, Sturm Nach Osten #19; Brief Reviews of: Trenchfoot, Southern Flank, Dark Passage, Wings 1st, Axis & Allies 1st, Fall of South Vietnam, Valley of the Four Winds, Norway 1940.									
<b>Lodz 1914, Blitzkrieg in the East #29</b>		<b>12885</b>		<b>\$16.00</b>	<b>New</b>	n	OoP		4
Mag & Game. German Nov 1914 offensive toward Lodz, Poland, attacks Russian forces in detail but massed Russian reinforcements stop them and encircle one corp which breaks out in an unexpected direction. A stalemate after game's end when German reinforcements arrive from the west. 3.2km/hex, 1day/turn. Relatively complex. D.Boll'84 / ARTICLES ON: The Eastern Fron, Aug-Dec 1914; review of MIH's Ring of Steel; replay of VG's Ambush scenario 3; review of ADG's Empire in Arms 1st & GTD's Napoleon's Campaigns; brief reviews of Ace of Aces Flying Machines, MOORE's Operation Konrad, SIMCAN's Peloponnesian War 2nd, JERSEY Silo-14, Secret Agents, CLOSE's Hovertank.									
<b>MacArthur, Road to Bataan #44</b>		<b>13832</b>		<b>\$14.00</b>	<b>New</b>	n	OoP	Err	4
Mag & Game. Btlm/rgt lvi gm of Jap. invasion of Luzon, Philippines, Winter 1941. Sml Jap. force must sieze control of a large island with its key facilities intact from an ill-equipped but larger garrison. Garish map! 300 counters, 4days/turn, col/btlm/rgt level. J.Green'85 / ARTICLES ON: A Tale of Two War Plans: The US & Japan in the Philippines; strategy in Port Stanley #28; review of VG Pax Britannica; strategy for End of the Iron Dream #42; brief reviews of: GDW Arctic Front, VG Sixth Fleet; Origins '85.									
<b>Marston Moor #7</b>		<b>10849</b>		<b>\$39.00</b>	<b>Mint</b>	zl	OoP		2
Cherry. ■ Mag & Game. Grand tactical gm of the largest btl of the English Civil War, July 1644, fought in Yorkshire, that decided alligence of north of England. 125yd/hex, 20min/turn. B.Pollard'78 / ARTICLES ON: quicky review of GDW's Alma & SPI's Crimean War Quad; brief reviews of Wurzburg, Mukden, Battlefleet Mars, War of the Ring, Swords & Sorcery, Siege of Jerusalem 1st, Mayday, Red Sun Rising; comparison of SPI Frigate & AH Wooden Ships, with variant rules for Frigates; playtest replay of Desert Rats; playing 3W's Eylau against an aggressive player; survey of games covering WW2 in Italy; review of 3W's Condor; Japanese opening move strategy for AH's Victory in the Pacific; errata for Condor; SPI's Yugoslavia.									
<b>Napoleon &amp; the Archduke Charles #49</b>		<b>12611</b>		<b>\$25.00</b>	<b>New</b>	n	OoP		4
Our last new copy. ■ Mag & Game. Covers the Btl of Aspern-Essling, May 1809, between the French & Austrians. 150yd/hex. Austrians attempt to avenge previous defeats & take advantage of France's involvement in Spain. First of 3W's abortive Bontaparte series. K.Poulter'86 / ARTICLES ON: the Battle of Aspern-Essling; review of Total Fighting Power's games Clash of Empires & Iron and Fire; errata for House of Sa'ud & Red Baron; review of SimCan's Norseman, TSR's Cromwell's Victory, Jedko's Field Marshal.									
<b>Napoleon at Lutzen #32</b>		<b>12292</b>		<b>\$25.00</b>	<b>New</b>	n	OoP		2
Mag & Game. First of the major battles of 1813 in central Germany, Russian & Prussian forces attack the French flanks in May. Brigade level, 30min/turn, 0.25mi/hex, 200 counters. McWilliams'84 / ARTICLES ON: background on the battle of Lutzen, 1813; reviews of VG's Hell's Hiway & ATTACTIX's Arnhem Bridge; review of Rommel in the Desert; review of brigade level Am Civil War games; brief reviews of SPI's Blue & Gray' TSR's Nordkapp, Fantasy Lords, Slammers, TSR's Soldiers of the Queen, TSR's Firefight.									
<b>Never Call Retreat #25</b>		<b>98827</b>		<b>\$20.00</b>	<b>Mint</b>	n	OoP		4
Cherry. ■ Mag & Game. Rgt lvi, grand tactical gm of the first day's battle at Gettysburg, 1 July 1863, during which the Union secures the high ground & thus influenced the remainder of the 3-day battle. 200yd/hex, 160 counters. G.Schandel'83 / ARTICLES ON: analysis of PWG's Kirovograd; designer's notes for Mr. Lincoln's War with analysis; interview with Charles Roberts; Decision at Kasserine replay, pt 1; review of INTLTEAM's Norge; brief reviews of Victory at Waterloo, Red Army, Btl for Normandy, Fire When Ready, Their Finest Hour, United Nations; review of MAYFR's Red Star Falling.									
<b>No Trumpets, No Drums #22</b>		<b>84574</b>		<b>\$35.00</b>	<b>Mint</b>	n	OoP		6
Rules extensively highlighted in yellow; 1" tear in rules repaired; others Mint. ■ Mag & Game. The 2nd Vietnam War, 1965-75, beginning with significant US ground involvement. Emphasis on the political consequences of military actions on the Vietnamese - & US - population. 7 scenarios, 200 counters, 2mo/turn. Good game. M.McLaughlin'82 / ARTICLES ON: analysis of Sturm Nach Osten #19; review of MAYFAIR's War in the Falklands; counter shape & cutting dog ears; cavalry strategy in GDW's House Divided; analysis & suggested revisions to YAQ's CV & BL/AH's Flat Top; review of YAQ's Wings with a scenario; brief reviews of AH's GI Anvil of Victory, FASA's Behind Enemy Lines, YAQ Bomber, MAYFR's Hue, Starship Captain, Morgan's Rifles, Iron Brigade, Katakura, Black Sea Black Death, Combat, VI Caesars, Zulu Attack, Army Group North.									
<b>O'Connor's Offensive #41</b>		<b>12466</b>		<b>\$22.00</b>	<b>New</b>	n	OoP		2
Mag & Game. Decisive British attack that routed the Italians from their positions in Egypt & the Egyptian frontier, Dec. 1940, using Btl of NAfrica system begun with Decision at Kasserine. 200 counters, 4 scenarios, 2mi/hex, col/btlm/rgt level. V.von Borries'85 / ARTICLES ON: the Italian Army in N.Africa in 1940 including leadership & terrain; review of HOBJAP's Bitter End 1st; double-blind wargames; designing when a game ends; brief reviews of VG's Panzer Command, the War in Virginia 1862-5; Hell Hath No Fury & China Incident errata.									

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surcharges	General	Box	Out-of	Errata	Game #-of
Specific Condition Subject Designer Year	Only? Part# Publisher Name	Price EA	Fltg	Conditn	Type	Print?	Incl?	Scale Plyrs
<b>Okinawa #55</b>	98820	\$60.00		Mint	n	OoP		2
Cherry. ■ Mag & Game. Large game of the invasion of Okinawa, April-May 1945, and the difficult fight for every foot of the island which made this the bloodiest battle in the Pacific. Includes the air battle as well as land, with aircraft assigned from the many hundreds available on both sides, including kamikaze waves & the picket defenses of the USN. Co/btn lv, 880yd/hex, 3days/turn, 300 counters. Includes 3 shorter scenarios plus the full campaign. R.Nord'86 / ARTICLES ON: the Last Samurai: the invasion of Okinawa; Dynamo, Dunkirk 1940 ERRATA; reviews of VG Dr. Ruth's Game of Good Sex.								
<b>Peter the Great #27</b>	12861	\$22.00		New	n	OoP		2
Mag & Game. Grand tactical game of the battle of Poltava, 1709, that marked the rise of Russia and ended Swedish king Charles XII invasion of Russia. 160m/hex, 45min/turn. P.England'83 (Lesjenka addon for this game printed in issue #30 with essential errata in #35.) / ARTICLES ON: Historical Background to Peter the Great; review of SIMCAN's With Fire & Sword & PWG Cossack's Are Coming 1st, VG's NATO, YAQ's Red Storm, QTRDCK's Destroyer Captain (with 2 addtl scenarios; brief reviews of Falklands or Malvinas, SIMCAN's La Regia Marina, GDW's Western Desert, CENT Gela Beachhead, WEG's Chickamauga, COLUMG Rommel in the Desert, FLYBUF's Beserker.								
<b>Race for Tunis #57</b>	12728	\$16.00		New	n	OoP		2
Mag & game. Axis & Allied forces first meet in Tunisia, Nov-Dec'42, in a wild & uncertain environment. Co/btn level, 1day/turn, using the BtlS for N.Africa system. 3 scenarios & campaign. D.Bolt, G.Helmer'86 / ARTICLES ON: Operation Torch, the final act; review of WEG's RAF 1st; various short reviews.								
<b>Race to the Meuse #26</b>	12848	\$12.00		New	n	OoP		4
Mag & Game. Operational level game of the height of the Battle of the Bulge, 22-27 Dec 1944, as Pz Lehr, 116 Pzr & 2nd Panzer strive to breach the Meuse River near Dinant. Integrates movement & combat, and emphasizes German supply. 6hrs/turn, 1.25km/hex, btn level, 3 scenarios. B.McWilliams'83. / ARTICLES ON: Historical notes on the race to the Meuse; errata for Never Call Retreat; J.Dunnigan talks of the future of the industry & the collapse of SP1; review of AH's Up Front & VG's Ambush!; replay of Decision at Kasserine #23; brief reviews of VG's Gulf Strike, National Liberation Front, SIMCAN's Scourge of God, YAQ's Close Assault, VG's Hell's Highway & Civil War.								
<b>Red Baron #48</b>	12597	\$15.00		New	n	OoP		1
Mag & Game. Elaboration on earlier Aces Hi system depicting air-air combat during all of World War I, 1914-8. Uses a simultaneous movement system. 48 aircraft represented. J.Hind'85 / ARTICLES ON: the early use of aircraft for military purposes; review of PANTHER's Trial of Strength.								
<b>Rise of the House of Sa'ud #46</b>	13921	\$12.50		New	n	OoP		6
Mag & Game. 2 player game of the formation of Saudi Arabia in 1920s as multiple factions (primarily the Sa'uds & Hussains) duke it out for dominance on the Arabian Peninsula. Uses a variation of House Divided system, with an area-move map & 100 counters, and a focus on feudal leadership. R.Markham, M.Seaman'85 / ARTICLES ON: Rise of the House of Sa'ud; review of Royal Navy w/ examples of play & a little ERRATA; review of TSR WWII European Theater of Operations 2nd; review of GDW Operation Market-Garden w/ ERRATA; Variants for MB Axis & Allies 2nd, including a 1941 scenario; brief reviews of: Air Attack, AH Devil's Den; WEG Paranoia; GDW the Near East; OMEGA Ranger 1st.								
<b>Simon de Montfort #11</b>	3087	\$69.00		Mint	n	OoP		4
Cherry. ■ Mag & Game. Gm of rebellion in England, 1263-5, against tyrannical feudal barons. M.Edwards'80								
<b>Struggle for Stalingrad #47</b>	13959	\$20.00		New	n	OoP		4
Mag & Game. Sml, div lv, area move game of the German attempt to capture Stalingrad, Spt-Nov'42, while the Soviets cling to the rubble until the tide turns with their Uranus offensive. 6days/turn. C.Baslund'85 / ARTICLES ON: Struggle for Stalingrad designer's notes; review of Aces Hi; review of TSR's Cobra; Turn One of GDW's House Divided; replay of TFG's Battlewagon, TSR's Monty's D-Day, WEG's Air Cav.								
<b>Unconditional Surrender #36</b>	12386	\$18.00		New	n	OoP		2
Mag & Game. Confed attempt to prevent or lift siege of Ft Donelson, Feb 1862, by the 18,000 strong garrison. Rgt/brig lv, 140 counters, 200yd/hex, 80min/turn. J.Southard'84 / ARTICLES ON: The capture of Ft. Donelson & the rise of U.S. Grant; review of HISON Marengo with errata; review of GDW's Third World War & Southern Front; Kirovograd replay; brief reviews of Napoleon in Spain.								
<b>Wellington v. Massena #43</b>	12569	\$12.00		New	n	OoP		2
Mag & Game. Grand tactical game of the btl of Fuentes de Onoro, the French attempt to lift Wellington's siege of Almeida, Portugal, May 1811. 480m/hex, 1hr/turn, 100 counters. P.Dangel'85 / ARTICLES ON: Wellington v Massena at Fuentes D'Onoro; Operation Battleaxe in Hellfire Pass #39; review of SIMCAN's Lebensraum; playing the Roman's in Hell Hath No Fury #38; brief reviews of Pax Britannica, Baltic 1985; one gamer's perspective on Origin awards; extensive Holy Roman Empire #33 errata.								
<b>West Wall #35</b>	12370	\$14.00		New	n	OoP		6
Mag & Game. Small, double-blind game of the Allied drive into Germany until its defeat, Spt'44 - Apr'45. Covers the entire German frontier and central Germany. Corp level. Map is functional but drab. 1/2mo/turn. T Bomba'84 / ARTICLES ON: Breaching the Westwall historical article plus designer's notes; review of games on the battle of The Wildemess, 1864; new scenarios for QTRDCK's Royal Navy; Lutzen 1813 #32; strategy in Lawrence of Arabia #24; review of two GDW double blind games: Normandy Campaign & 8th Army; brief reviews of Rolling Thunder, Killer Angels; errata for Nap at Lutzen #32, Khyber Rifles #34 & critical errata for Lesnaja variant for Peter the Great #27.								
<b>XTR Games</b>		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com			FAX (702) 926-5205 anytime	
<b>Victory in Normandy</b>	37552	\$28.00		New	zl	OoP		4
Sml, division lv game of the fighting in SW France in the 80 days beginning 7 days after D-Day. Good beginners gm or for lighter fare. 15km/hex, 1day/turn, div level, 128 counters. B.Knight'95								
<b>Victory in Normandy VARIANT COUNTERS</b>	10859	\$3.00		Mint	zl	OoP		4
7 variant/errata counters (only) from an issue gm. ■ 7 variant/errata counters from an issue gm.								
<b>Wahoo!</b>	43602	\$15.00		New	zl	OoP		4
Alternative history game: the Confederates wins big at Gettysburg, largely destroying or scattering the Union Army, then drives on the largely undefended US capital of Washington for a final victory less than a week after Gettysburg. 300 counters, map of Washington, 400yd/hex, 45min/turn. R.Markham'92								
<b>XTR: Command Magazine</b>		(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com			FAX (702) 926-5205 anytime	
<b>1914, Glory's End #29</b>	91171	\$35.00		Mint	n	OoP		6
Turn seq/Victory Point Chart v.mildly discolored by sun or ink bleed. ■ Mag & Game. Covers World War I on the Western Front (Germany, France the the Low Countries) in Aug-Nov.1914 at corp lv. Game scale is similar to AH's 1914, but game is simpler & faster playing, and is a good game. 3days/turn, 9.5mi/hex, 352 counters. T.Raicer'94 / ARTICLES ON: 1914, Glory's End; the British Expeditionary Force in 1914; Flander's Flooded Fields; a Military History of Sparta; the First Battle of Britain, 1915-18; partisan warfare in northern Italy, 1945; the battle of Flodden 1513, disaster for the Scots.								
<b>1918, Storm in the West #16</b>	GmOnly 45864	\$29.00		New	n	OoP		4
GameOnly. Includes Desert Wierdness variant for Desert Storm #13 (33). Div lv game of the war on the Western Front during last 9 months of WWI. Includes tanks & strosstruppen, and multiple offensives by both sides. Players must go for difficult to achieve geographic objectives, or closer objectives that provide a morale boost. T.Raicer'92								
<b>Across the Potomac #30</b>	10716	\$32.00		New	n	OoP	Err	4
Mag & Game & var counters for 1914 (2). Seven Seas (1). Div lv game of the 1863 campaign in the East, June-July, from Philadelphia to Petersburg, VA using a Double-blind system (w/option to ignore it). Fairly simple. 125 counters. 10mi/hex, 1day/turn. B.Knight'94 / ARTICLES ON: the Charge of the Light Brigade; the Failure of Confederate Strategy in 1863; Quest for Annihilation in battle; the Monkey Army; Union Strategy; Marines Take Belleau Wood; The Alamo, American Thermopylae; Heartbreak Ridge, Korea, Sept-Oct 1951; northern Vietnam's Air Force 1965-73.								
<b>Alexandros, Conquest and Empire #10</b>	102683	\$70.00		Mint	n	OoP		6
Mag & Game. W/ errata counters for Legend Begins 2nd (1), Tomorrow the World 1st (1), Jutland (1) and Nato Nukes & Nazis (13). Great, RECOMMENDED game of Alexander's campaigns across Asia Minor and India, 334-323BC, against the Persian Empire. Area move, with 80mi/inch, quarterly turns. Battles resolved on a tactical display. A well-regarded game. M.Markowitz'91 / ARTICLES ON: Alexander the Great, What Made Him So Great?; Nato Nuke & Nazis variant (w/ counters); errata for Jutland, Tomorrow the WOord, Legend Begins (2 w/ counters); the Marching Man; Alexandros strategy; Indian Territory in the American Civil War.								
<b>Antietam #22</b>	91173	\$25.00		Mint	n	OoP		2
Mag & Game. w/ variant/errata counters for Smitereens (13), Victory in Normandy (6), Port Arthur (2). Union army catches Confeds with their back to a river, while the South hoped for a victory on northern soil, ending in a stalemate & the bloodiest day in US history, Spt 1862. 283 counters, 250yd/hex, 1hr/turn, brig/demi-brig level. J.Southard'92 / ARTICLES ON: Antietam, high stakes, lost opportunities; Normandy Campaign, 1944; Yugoslavia in World War II; History of the Russian Rifle Corp, 1942-45; the US Army Green Berets today; Operation Icarus, the German plan to invade Iceland; a New Kind of War: computers, lasers, drones, etc.								
<b>Back to Iraq 2nd / Warmaster Chess v2 #50</b>	50745	\$16.00		New	n	OoP		4
Mag & Game. Revision of '93 game in which the US & allies return to squash Iraq once & for all. Div/corp level, w/ 2day turns, 17mi hexes. Armies & political situations are updated to reflect current reality in the late 1990s. 112 counters. T.Bomba'99 / Warmaster is a stand-alone game providing yet more of those chess variants the market is clammering for... 64 counters. T.Bomba'99 / ARTICLES ON: Possibilities of a future Gulf War (careful what you hope for...); Grant at Vicksburg; the Coming War(s) with China; Hungary, the Ottoman's second front; Operation Bruntal, genesis of Hitler's Paratroops; Cameron, the French Foreign Legions greatest battle, Mexico 1863; Westerplatte 1939.								
<b>Blitzkrieg '41, Barbarossa Campaign # 1</b>	76703	\$60.00		Mint	n	OoP		6
Mag & Game. Strategic level game of the first 9 months of the war in the USSR in World War II. Uses same game system as Tigers Are Burning & Sunrise of Victory. Good game: simpler, fast playing yet with a reasonable amount of nuances. 45mi/hex, monthly turns, corp/army level, 200 counters. T.Bomba'89 / ARTICLES ON: The Cost of the Iran-Iraq War; Barbarossa: Misconceptions, Half-Truths, Lies & Savagery, the Big Issues; Eagle & the Bear, the Russo-Polish War of 1920; The Luftwaffe in Spain; Soviet Defensive Techniques for Blitzkrieg '41.								
<b>Blood &amp; Iron #21</b>	16770	\$19.00		New	n	OoP		4



Game Title (& Edition or Issue #)		Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of					
Specific Condition, Subject, Designer, Year		Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print?	Incl?	Scale	Plyrs	
Mag & Game. Includes errata counters for Gettysburg (34), Tet '68 (6). Operational level game of the decisive btl of Koniggratz in 7 Weeks War between Prussia & Austria, July 1866, between Austria & Prussia. w/ 6 Tet & 24 Gettysburg var counters. 500yd/hex, 1hr/turn. P.Dangle/93 / ARTICLES ON: The Seven Weeks War of 1866; a revisionist thinking of the course of WW2; Counterattack at Arras, 1940; Smolensk-Yelina, blunting the blitzkrieg; Stalin & the start of Op Barbarossa; the conquest of Peru & the Incan Empire; the siege of Kut, Iraq, Dec 1915- Apr 1916.														
<b>Buena Vista, Btl of / Moscow Burning #40</b>		<b>22261</b>			<b>\$19.00</b>			<b>New</b>	n			OoP	Z	
Mag & game. Two games: BUENA VISTA is a brig/rgt level game of Mexico's Santa Anna's attempt to defeat the US's northern army under Taylor before turning south to stop the US's invasion of central Mexico, Feb. 1847. 126 counters. R.Pfost/96 / MOSCOW BURNING is a game of open civil war in the Russian Republic should liberalization fail and the country fall into civil war. Brig/div lvl. 280 countrs. T Bomba/96 / ARTICLES ON: War with Mexico, the campaign in northern Mexico & Scott in central Mexico; the Sick Bear, Russia's armed forces today; a Fleet Squandered, Hitler's surface ships; Total War in Britain.														
<b>Buena Vista, Btl of / Moscow Burning #40</b>		<b>GmOnly 16050</b>			<b>\$17.00</b>			<b>Mint</b>	n			OoP	Z	
Games Only. Two games: BUENA VISTA is a brig/rgt level game of Mexico's Santa Anna's attempt to defeat the US's northern army under Taylor before turning south to stop the US's invasion of central Mexico, Feb. 1847. 126 counters. R.Pfost/96 / MOSCOW BURNING is a game of open civil war in the Russian Republic should liberalization fail and the country fall into civil war. Brig/div lvl. 280 countrs. T Bomba/96														
<b>Bunker Hill #32</b>		<b>30094</b>			<b>\$25.00</b>			<b>New</b>	n			OoP	2	
Mag & Game. Rgt lvl gm of the initial firefights of the Am Revolution around Boston, 1775, as the British assault the fortifications on Bunker Hill, near Charlestown. 176 counters. W.Marsh/95 / ARTICLES ON: Bunker Hill, a costly victory; Smallpox & the American Revolution; the naval battle of Lissa between Austria-Hungary & Italy, 1866; How the Chinese Helped Topple the Roman Empire; Yitzhak Rabin & Israel's War of Independence; Suez 1956, a great stupidity; Command Magazine Article Index by era.														
<b>Chattanooga, Death Knell of Confed. #43</b>		<b>22289</b>			<b>\$25.00</b>			<b>New</b>	n			OoP	Err	3
Mag & Game & 1 err counter for each of Hell Before Night & Wave of Terror. Larger, 2 map, 500 counter grand tac game of the battle for Chattanooga, Nov 1863. A sustained union offensive must break the Confed siege of this key rail junction. C.Perello/97 / ARTICLES ON: Aerial Reconnaissance before Airplanes; End of the Kaiser's Army; Egypt v Libya 1977; American Conquest of Guam; B-29 Carpetbagger Missions in Korea; Britain's 24th Airmobile Brigade; Philippine Campaign 1941-2; Battle of the Boyne 1690; Easter Rising, Irish History pt 2; Chattanooga 1863; Tecumesh, Indian Leader; Norden Bombsight.														
<b>Czechoslovakia 1938 #24</b>		<b>77041</b>			<b>\$20.00</b>			<b>New</b>	n			OoP	4	
Mag & Game. W/ Smithereens errata & variant counters (10), Shogun (1), Antietam (23). What if Germany invaded the Czech Rep in 1938? Good Game of this what-if the Czech's had resisted. 142 units, 7.5mi/hex, brig/div level. P.Gryner/93 / ARTICLES ON Czech'38; the Czech Legion in the the Russian Civil War; the Growth of Rome; Fire & Shock tactics in age of musket & cannon.														
<b>Czechoslovakia 1938 #24</b>		<b>GmOnly 53041</b>			<b>\$18.00</b>			<b>New</b>	n			OoP	4	
GameOnly. What if Germany invaded Czech. in 1938? Good Game.														
<b>Dark Victory / Second Front Now #44</b>		<b>20689</b>			<b>\$30.00</b>			<b>New</b>	n			OoP	Z	
Our last new copy. ■ Mag & Game. W/ 7 errata counters for Strike North. Two games: Dark Victory, Btl of the Alamo, covers the 90 min. storming of the Alamo, 1836, at a squad/platoon level. Second Front Now simulates the hypothetical cross-channel invasion in 1943 at Calais or Le Harve. D.Bishop, J.Gordon 97 / ARTICLES ON: Sir James Brooke, White Raja of Sarawak; Navajo Code Talkers; P.G.T. Beauregard; Phasing Out Dog Tags; Austria-Hungary's Submarine Force; Borodino 1812; Second Front, the Great Invasion Debate 1942-3; the Failure of Op Market-Garden; Battle of Hattin, 1187; Crusader Castles in the Middle East; Expedition to Syracuse 415BC, Athenian Stalingrad; Military Metals Awards.														
<b>Death &amp; Destruction#34</b>		<b>102577</b>			<b>\$35.00</b>			<b>Mint</b>	n			OoP	4	
Single game (Rommel at Gazala NOT included). 1 countersheet (#3 Soviet armor) printed off-center causing left-most digit of 2-digit attack factor to be obscured or cut off (eg 12 shows as 2). Correct AF apparent in all cases. Otherwise mint. W/ errata counters for Proud Monstr (2). Includes Rommel @ Gazala rules but no other components. ■ Mag + Game. Mag & single game (Rommel at Gazala NOT included). W/ errata counters for Proud Monstr (2). Includes Rommel @ Gazala rules but no other components. D&D is a kit adding 1080 counters, 1 map & rules to extend the earlier Proud Monster #27 game to cover the War in the East thru Apr 1944 - a total of 407 turns! T.Bomba/95 / ARTICLES ON: 1942-4 on the Russian Front; German Attack & Defense tactics in WW2; Evolution of Soviet Offensive Doctrine in WW2; the Luftwaffe's field divisions in WW2; Soviet artillery divisions in WW2; German Assault Gun AFVs; Demyansk Pocket 1942; Rommel at Gazala, June 1942; Disease in military history; battle of Manzikert, 1701.														
<b>End of the Empire #46</b>		<b>GmOnly 55046</b>			<b>\$15.00</b>			<b>New</b>	n			OoP	6	
GameOnly. ■ GameOnly. 2 map, 560 counter game of the French & Indian War as well as the American Revolution from Nova Scotia to New Orleans. 9 scenarios including an intro, 1 covering the French & Indian War of 1759, and 7 yearly or campaign scenarios for the Am Rev. Mag includes Command index thru this issue. W.Marsh/97														
<b>Fire Next Time / WarMaster III #51</b>		<b>53052</b>			<b>\$19.00</b>			<b>New</b>	n			OoP	4	
Mag + Game. Magazine with game. A timely look at the possibility of renewed hot war between two feuding neighbors, India & Pakistan, in the Asian subcontinent. Small div lvl game w/35mi hex, 2 day turns. 112 counters. T.Bomba/99 / Warmaster continues the series of chess variation (or continues to flog a dead horse) with another 64 counters. D.Elliott/99 / ARTICLES ON: the US Meuse-Argonne offensive, the last US WWI offensive; Brazil in WW2; Speculations on the Coming India-Pakistan War; Napoleon's First Italian Campaign, 1796-7; Poland in WW2.														
<b>Gettysburg, Lee's Greatest Gamble #17</b>		<b>73485</b>			<b>\$25.00</b>			<b>New</b>	n			OoP	4	
Mag & Game. Brigade level game of the Battle Gettysburg, 1-4 July '62, including a final, possible day. Goal is to maul the other side, or for the Confederates to continue their drive to the SE of Gettysburg. Map covers more area to the east than other games, allowing more maneuver options fitting the actual situation. 352yd/hex, 90min/turn, brig level, 200 counters. C.Perello/92 / ARTICLES ON: Threat Assessments in the Aftermath of the Invasion of Iraq; Battle of Trenton, 1776; Japanese Wargaming in WWII; Evolution of German Machineguns after WWI; Gettysburg Campaign, 1863; Infectious Disease & the Union Army in the Am Civil War; Lessons from Desert Storm, Schwarzkopf as Lee or Sherman; the Next Japanese-American War; Poland 1939; New Info on the Iran Hostage Rescue Mission.														
<b>Great War in Europe #33</b>		<b>100151</b>			<b>\$75.00</b>			<b>Mint</b>	n			OoP	Err	6
Mag & Game. Huge 2map, 1200 counter div lvl gm of the Great War in Europe on all Central European fronts. 9.5 & 22.5mi/hex, 1-2mo/turn. HIGHLY RECOMMENDED, and later reprinted by GMT. T.Racier/95 / ARTICLES ON: The Great War in Europe; battle of Arras, 1917; New Zealand's war & war deaths; Chemical warfare in the World Wars; Food War, the Allied blockade of Germany 1915-9; Aachen '44; Remembrances of fighting for the Westwall.														
<b>Great War in the Near East #38</b>		<b>32569</b>			<b>\$28.00</b>			<b>New</b>	n			OoP	6	
Mag & Game. Includes 40 errata counters for Mason-Dixon. Division lvl game of WW-I in Palestine, Iraq & on the Turkish Front. Stand-alone game that also mates w/ earlier Great War in Europe. 300 counters, 1-2mo/turn, 9.5-20mi/hex depending on the front. Well-regarded game & game system. T.Racier/96 / ARTICLES ON: Dutch Capture of New York 1673; German Hydrofoils in WW2; Hitler Visits Poland, including 11 Minute Recording of Meeting with Mannerheim; German Plan to Invade Switzerland in 1940; Soviet Ground Mobilization System; Victoria Cross for action in the Andaman Is.; the Great War in the Near East; Robert the Bruce at Bannockburn; Defending the Pusan Perimeter in Korea; Occupying the Balkans, WW2 & Now; New England Pilgrimage Savagery in the Indian Wars; Joint Exercises between former Warsaw Pact & NATO forces in Op Cooperative Nugget.														
<b>Great War in the Near East #38</b>		<b>GmOnly 45884</b>			<b>\$17.00</b>			<b>New</b>	n			OoP	6	
GameOnly. ■ GameOnly. Includes 40 errata counters for Mason-Dixon. Division lvl game of WW-I in Palestine, Iraq & on the Turkish Front. Stand-alone game that also mates w/ earlier Great War in Europe. 300 counters, 1-2mo/turn, 9.5-20mi/hex depending on the front. Well-regarded game & game system. T.Racier/96														
<b>Grunwald 1410 #52</b>		<b>53058</b>			<b>\$25.00</b>			<b>New</b>	n			OoP	3	
Mag & Game. Grand tactical battle between the allied forces of Poland & Lithuania that decisively defeated the Teutonic Knights near present day Tannenberg in 1410. 150yd/hex, 30min turns, regt units. Simple game system. W/ yet more Warmaster Chess variants. T.Racier/99 / ARTICLES ON: Safari on New Guinea 1943; early American Locomotive; Innocent III, the Crusading Pope; the Tirreme; Hitler's Kamikazes; Battle of Edgehill 1642; Evolution of British Armor Tactics; German Forces in the Chinese Boxer Rebellion; Executive Outcomes, a modern mercenary force; Nasby, the decisive campaign of the English Civil War 1645; the French & Napoleon in Egypt.														
<b>Hell Before Night / Blitzkrieg 1940 #42</b>		<b>22275</b>			<b>\$25.00</b>			<b>New</b>	n			OoP	Err	4
Mag & Game. w/ errata/addit counters for Wave of Terror (5), Moscow Burning (1), and Buena Vista (8). HBN is the battle of Shiloh at reg lvl, modest amount of rules & moderate complexity. 415 counters. C.Perello/97 / B1940 is a div lvl game of the German attack in the West that crushed France in ten days. Historical scenario plus a what-if the French had attacked in 1939 while Germany was tied up in Poland. 551 counters. T.Bomba/97 / ARTICLES ON: Surprise at Dawn, battle of Shiloh; France v Germany, 1640-1940; Blitzkrieg 1940, How & Why the German's Won; Missed Opportunities, the ground war in Holland; The Luftwaffe' Campaign in the Netherlands, 1940; the French in Mexico, 1862-7.														
<b>Hougoumont, Rock of Waterloo #11</b>		<b>87214</b>			<b>\$35.00</b>			<b>Mint</b>	n			OoP	2	
Mag & Game. Variant counter for Alexandros (1) included. Game of the French diversionary attack becomes a morass on the final day of the 3 day battle of Waterloo. Game covers the first 2 hours of the battle. Tac lvl. 25yd/hex, 10min/turn, btln/brig level. R.Breaun, S.McEvoy/91 / ARTICLES ON: How Lessons of Malayan Emergency Were Ignored in Vietnam; Hougoumont, Rock of Waterloo; Typhus Fever & the Destruction of Napoleon's Grand Army in 1812; Japanese Attacks on the US Mainland During WWII; Hougoumont Strategy; Alexandros errata; Jutland variant with 7 scenarios; the Bozeman Trail Campaign, the Medicine Fight, 1866.														
<b>Inchon #9</b>		<b>20752</b>			<b>\$29.00</b>			<b>New</b>	n			OoP	4	
Mag & Game. W/ variant counters for Krim (0), NNN (3), Black Gold (3), MissBanza (4), & TTW (1). Operational level game of the US invasion at Inchon, just SW of Seoul, in 1950, the made the northern Korean position in southern Vietnam untenable, and ended with the destruction of much of the NKPA. 1day/turn, 1mi/hex, col/btln level. J.Werbaneth/91 / ARTICLES ON: MacArthur's Gambit, Inchon; short variants for Krim, Mississippi Banza, NNN, TTW, Black Gold; German plans to invade Sweden; Players notes for Lion of Ethiopia.														
<b>Iron Dream, War in Russia 1941-2 #53</b>		<b>53077</b>			<b>\$22.00</b>			<b>New</b>	n			OoP	6	
Mag & game. Corp/army level game of bulk of the first 2 years the east, Oct'41 thru Nov'42, from Leningrad to Stalingrad/Rostov. A good, simpler game of tug of war, complete w/ a reasonable number of special rules for flavor. Players fight for possession of key terrain. 156 counters. T.Bomba/00 / Also includes Warmaster Chess 2000, which adds yet more variants for the game no one plays (tho it isn't a bad diversion). 20 counters. T.Bomba/00 / ARTICLES ON: the battle of Aln Jalut against the Mongol empire in the Middle East; battle of Bosworth Field 1485 during the War of the Roses; Big Bethel, the Am Civil War's First Battle; Analysis of the War in the East, 1941-5; Joan of Arc, maid of Orleans; naval camouflage in World War I; India-Pakistan Naval War of 1971.														
<b>Kadesh #7</b>		<b>102638</b>			<b>\$50.00</b>			<b>Mint</b>	n			OoP	2	



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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surchage Flag	General	Box	Out-of	Errata	Game #-of		
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Conditn	Type	Print?	Incl?	Scale	Plyrs
Cherry. ■ Mag & Game. W/ variant counters for Lion of Ethiopia (31) & Miss Banzai (1). Won C. Roberts award for best pre-WW2 & best graphics in '90. Grand tactical battle in pre-biblical times in the middle east. 5,000 Hittites & Egyptian chariots do battle in 1285BC, with a Hittites near victory ending in their annihilation. 100m/hex, 30min turns. G.Dickens'90 / ARTICLES ON: Kadesh, Clash of Empires; Lion of Ethiopia #4 Tournament & 3-player rules; errata for Op Solace #5, Miss Banzai, NNN; Evolution of the Byzantine Army, 476-1453AD.										
<b>Krim, von Manstein's Btl for Sevstpl #6</b>		<b>105432</b>		<b>\$75.00</b>	<b>Mint</b>	n		OoP		4
Rules separated. ■ Mag & Game; includes Tiger of Ethiopia variant counters (50) for Lion of Ethiopia #4. Krim is a division-lvl game of the entire campaign for Crimea, 1941-2, led by von Manstein, and including some crafty Soviet responses including an ambitious invasion across the Kerch Straits. 200 counters, mostly div level, 7.5mi/hex, 2wks/turn. T.Bomba'90 / ARTICLES ON: Peace Now: Palestinians & the Israeli Army; The Problems with the Soviet Railways, 1941-2; Vietnam War POW Rescue Operations; Sick Call in the Soviet Army; Krim, the War in the Crimea 1941-2; Odessa, Tobruk on the Black Sea; Tiger of Ethiopia variant for Lion of Ethiopia; strategy in Krim.										
<b>Like Lions They Fought #28</b>	<b>GmOnly</b>	<b>22218</b>		<b>\$25.00</b>	<b>New</b>	n		OoP		6
GameOnly. ■ GameOnly. Strategic lvl gm of the British invasion & destruction of Zululand, Jan-Aug 1879. 5mi/hex, 1mo/turn, 176 counters. D.Bishop'94										
<b>Lion of Ethiopia #4</b>		<b>102634</b>		<b>\$75.00</b>	<b>Mint</b>	n		OoP		4
Cherry. ■ Mag & Game. W/ errata counters for Sam Sunset (16), Blitz'41 (13), Sunrise Victory (1), Tigers Burning (1), TTW 1st (5). Italians attempt assert the Roman might by conquering Ethiopia in 1935-6, marking the first signs of the coming world war & the largest colonial war in Africa. The Italian army has the weapons of modern war while the Ethiopians are poorly armed & trained but numerous & highly mobile. Surprisingly great game! RECOMMENDED. 200 counters total. M.Duffield'90 / ARTICLES ON: the Ox & the Army; Ethiopia, the Unconquered Lion of Africa; Panama 1989; Blitzkrieg '41 variant rules; Samurai Sunset variant rules (& counters) & errata; Tigers Are Burning variant (with counters).										
<b>Mason-Dixon / Balkan Hell #35</b>	<b>GmOnly</b>	<b>87762</b>		<b>\$18.00</b>	<b>Mint</b>	n		OoP		6
GamesOnly. ■ GameOnly. GmsOnly. Another huge, 2 gm set. w/errata counters for Blood & Iron (2), Fateful Lightning (10). MD assumes the South won the Am Civ War & both nations grow peacefully until both nations seek to expand via military means. Div lvl w/ air & naval units. 2 scenarios, 1940s & 1995. BH is a very timely, brig lvl game of the war in Bosnia-Herzegovina during 1995 assuming that Bosnia & Croatia go for a military victory rather than a negotiated settlement. (Didn't we do that at the end of the last 2 world wars?) A highly educational game given how little we know of this area. C.Parello'95 / T.Bomba'95										
<b>Mukden / Moscow Option #37</b>		<b>15658</b>		<b>\$29.00</b>	<b>New</b>	n		OoP		4
Mag & 2 Games. MUKDEN is a smll, division-lvl game of the climactic (land) btl of Russo-Japanese War at Mukden. Japanese set the pace, and must capture Mukden, threaten their logistics or destroy much of their army. 3mi/hex, 2-3days/turn. 88 counters. R.Bell'96 / MOSCOW OPTION Guderian's Gambit is a division-lvl game that assumes the Germans had focused on capturing Moscow rather than diverting to other goals in the late summer of 1941. Instead of diverting forces to the Ukraine, the Germans focus on charging 150mi to Moscow. 9mi/hex, 1day/turn. 176 counters. T.Bomba'96 / ARTICLES ON: the Granville Raid 1945; German Recoiless Rifles in WW2; German WW2 Smart Bombs; Hannibal in Campania 217BC; Mukden, the Climax of the Russo-Japanese War; Little Bighorn, Myths & Realities of the Custer Defeat; 9th Inf Rgt, US's First Rapid Deployment Force in 1898; Op Storm & the Rise of the Croatian Guards Corp; Persian Gulf War of 1856-7; German Naval Special Force & Weapons in WW2; Tarawa & Tinian & the US Invasions.										
<b>Operation Sea Lion / Yarmuk #45</b>		<b>22302</b>		<b>\$23.00</b>	<b>New</b>	n		OoP		Z
Mag & Game. w/8 err counters for Second Front Now. Sealion is a brig/div lvl game of the hypothetical German invasion of SE England in Sept'40. Played on a small map. L.D.Webb'97 / Yarmuk is a grand tactical battle of an encounter between the Byzantine Empire & outnumbered Moslems that decided the fate of the Holy Lands for centuries to come. A.McGrath, C.Smith'97 / ARTICLES ON: Sand Creek, 1864; Hadrian & Bar Kochba's Revolt; US Asiatic Fleet 1941-2; Japan's Grab for Gas [Oil] 1942; the Defense of Java 1942; Operation Sealion 1940; Ironclads at Hampton Roads; the Future of Fighter Aircraft; Bywater & Yamamoto & the Great Pacific War.										
<b>Rommel @ Gazala / Death &amp; Destruction#34</b>		<b>30100</b>		<b>\$45.00</b>	<b>New</b>	n		OoP		4
Mag + Game. Mag & 2 games. W/ errata counters for Proud Monstr (2) & Budapest'45 (1). ROMMEL AT GAZALA is a smll brig/div lvl gm of Rommel's May-Jun'42 offensive that drove Allies back to El Alamein but didn't destroy them. T.Bomba'95. D&D adds 1080 counters, 1 map & rules to extend the earlier Proud Monster game to cover the War in the East thru Apr 1944 - a total of 407 turns! T.Bomba'95 / ARTICLES ON: 1942-4 on the Russian Front; German Attack & Defense tactics in WW2; Evolution of Soviet Offensive Doctrine in WW2; the Luftwaffe's field divisions in WW2; Soviet artillery divisions in WW2; German Assault Gun AFVs; Demyansk Pocket 1942; Rommel at Gazala, June 1942; Disease in military history; battle of Manzikert, 1701.										
<b>Samurai Sunset #3</b>		<b>87207</b>		<b>\$85.00</b>	<b>Mint</b>	n		OoP	Err	4
Rules separated. Ads marked in ink. ■ Mag & Game. Division level game of the hypothetical US invasion of the southernmost mainland Japan islands, Nov. 1945-Oct 1946. Assumes atomic tests were a failure. Victory hinges on US casualties. 1wk/turn, 25mi/hex. 200 counters. J.Miranda'90 / ARTICLES ON: the Japanese Army in WWII; Downfall, the planned US invasion of Japan, 1945; World War Zero, scientific strategy in ancient Greece; One Hump or Two? Camels in military use; Sunrise of Victory #2 errata.										
<b>Shogun Triumphant, Btl of Sekigahara #23</b>		<b>91172</b>		<b>\$35.00</b>	<b>Mint</b>	n		OoP		2
Mag & Game. Includes errata counters for Smithereens (1) and 1918 (1). Tac btl of Sekigahara in Japan, 1600, which established the sole Shogunate & unified the country. 2-800men/unit, 180yd/hex, 45min/hex. L.Ty, M.Chris'93 / ARTICLES ON: Shogun Triumphant; Military aspects of the wars in Yugoslavia 1991-3; War casualties & history; Combat history of the 1st SS Panzer Div; Serbia in World War I; Baltic Assault, Op Albion, 1917; the Baltic States 1939-52; Battleship engagements of World War II; Remembrances of Vietnam.										
<b>Strike North / Hoorah #39</b>		<b>16278</b>		<b>\$25.00</b>	<b>New</b>	n		OoP		6
Mag & Game. W/ variant/errata counters for Moscow Option (1), Mason-Dixon (4), GWiNE (12). Two games: SN is 5 scenario game of historical & possible campaigns in Scandinavia in 1940 & 43. Covers the 2 month btl for Norway i '40 w/ optional Swedish intervention. '43 scenarios assume a German invasion of Sweden, or an Allied invasion with or without Swedish involvement. A.McGrath, C.Smith, T.Bomba, C.Parello'96. Hoorah! is a hypothetical Confederate-British assault on Pittsburg, Oct 1863, using Wahoo system. R.Markham'96										
<b>Sunrise of Victory, 1942-3 # 2</b>		<b>10176</b>		<b>\$49.00</b>	<b>New</b>	n		OoP		6
Mag & Game. Strategic level game of the War in the East from June 1942 to Dec 1943, from southern Finland to the Kiev to Baku. Sequel to Blitzkrieg '41.3 scenarios beginning June 1942, November 1942 and July 1943, plus campaign. 200 counters, corp/army level, 1mo/turn. T.Bomba '90 / ARTICLES ON: Best Cannons in the Modern World; Look-Down Radar in the Drug War; Moscow's Fire Brigade, Modern Soviet Airborne; How Iraq's Dictator [Hussein] Controls His Military; Omar Bradley's Choices for a General's Promotion; Sunrise of Soviet Victory in WWII; Israeli Guns & \$ in southern Lebanon; Strategy for Sunrise of Victory; ERRATA for Blitzkrieg '41.										
<b>Tet '68 #18</b>		<b>77027</b>		<b>\$29.00</b>	<b>New</b>	n		OoP		6
Mag & Game. Game of the Nationalist Vietnamese offensive in Jan'68 thruout Vietnam that tipped the scales of the American will to pursue this endless war. 200 counters, btlh/rgt/div level. 1wk/turn, 25mi/hex. Articles on King Kamehameha of Hawaii, the Tet Offensive, the Drug Wars, Comparison of German 1941 & US 1944-5 armies; hybrid warships in WW2; Britain as a faltering superpower in mid-20th century. J.Miranda'92										
<b>Warmaster Chess 2000 #49</b>		<b>86026</b>		<b>\$9.00</b>	<b>New</b>	n		OoP		A
Mag & Game. Chess board game, with counters & paper map, providing 4 variations on standard chess. Smll variant kit really, that assumes knowledge of chess itself. Includes XTR Game & Variant Index thru #48. T.Bomba'98 / ARTICLES ON: Mixed Loyalties in the Allied Forces during the 100 Days Campaign of 1815, & William, Prince of Orange, Wellington's Retreat to Waterloo (pts 1, 2 & 3); Finlan's Marshal Mannerheim; Ghazil, overview of Ottoman history; Ottoman Stalingrad, Siege of Malta 1565.										
<b>Wave of Terror, Battle of the Bulge #41</b>		<b>45944</b>		<b>\$25.00</b>	<b>New</b>	n		OoP		4
Mag & Game. Large, simpler (in the XTR style), btlh-lvl game of the first two weeks of the Battle of the Bulge, Dec 1944. No ZOCs in this game! 2 maps, 840 counters, 1.5mi/hex. J.Desch'97 / ARTICLES ON: Naval Battle of Penobscot Bay, An American Disgrace; Constantine's Reorganization of the Roman Empire; Current Iranian OoB; the Battle of the Bulge 1944; Jacky Fisher, Dreadnought & the Naval Revolution; the Falchion, Short Sword the Made Good; the Seminole Wars of the mid-1800s; Battle of Grunwald 1410; Last Voyage of the Italian Sub Cappellina 1943.										
<b>When Dragons Fight #54</b>		<b>53151</b>		<b>\$35.00</b>	<b>New</b>	n		OoP		4
Mag & Game. Includes index to all Command & XTR games, errata & variants. Includes Iron Dream errata & 2 errata counters. Operational/Strat level game of a hypothetical Chinese invasion of Taiwan in the near future. Brig/div level, 7mi/hex. T.Bomba'01										
<b>When Eagles Fight #25</b>		<b>100289</b>		<b>\$30.00</b>	<b>Excell</b>	n		OoP		6
Complete. ■ Mag & Game. w/errata counters for Back to Iraq (5), Corp lvl game of WW-1 in the East, Aug'14-Apr'17. T.Raicer'93 / ARTICLES ON: German Anticipation of a 1942 Soviet Winter Offensive; Gen. Sherman's Objection to Civilian Control of the Military; Trench Warfare in WWI & II; Stalingrad Pocket, Overall Numbers & Survivors; Send in the Drones; Gen. McNair & the Development of US Ground Forces in WWII; Trenches in WWI; the Modern German Army; TV-Guided Drones v the Japanese in WWII; the Eastern Front in WWI, Militarily & Medically; Uniforms in Military History; History of the Roman Empire; Account of a Japanese Sub Attack on a Merchantman; Siege of Tyre; Index to Command Magazine by Historical Era.										
<b>When Tigers Fight #26</b>		<b>30088</b>		<b>\$24.00</b>	<b>New</b>	n		OoP		6
Mag & Game. Includes variant counters for Czech'38 (11), Back to Iraq 1st (6), When Eagles Fight Schlieffen East (18), Tiger of China variant (37). Larger but playable game of offensives in central China & the Burma-Indian front in 1944 as both side launch all-out offensives. 1mo/turn, 60km/hex, brig/div level, 352 counters. D.Webb'94 / ARTICLES ON: When Tigers Fight, War in Asia 1944; Fighting Nature, Insects, Disease & Japanese, the Chindit War in Burma; Killer Bs (Bombers) in China; Japan is Burning; Mysteries of Waterloo; Siege of Sevastopol 1854-5; Return to Teutoburger; Island of Death; What you Don't Know About WWII in Africa.										

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<b>Barbarians</b>		<b>3517</b>	<b>\$25.00</b>	<b>Mint</b> AL OoP 6
Some box back scuffs. ■ 2 games: Fall of Rome, Mongol Invasion of Europe. '81.				
<b>Beachhead, Is Invasions in S.Pacific</b>		<b>3520</b>	<b>\$22.00</b>	<b>Mint</b> AL OoP 2
Tactical lvl & amphibious combat in Pacific, '42-4. Jap. plans defenses then tries to contain beachhead. American must anticipate & outwit island's defenses & breakout from beachhead. 25yd/hex, 10men/unit, 10min/turn. M.Matheny'80				
<b>Beachhead, Is Invasions in S.Pacific</b>		<b>99226</b>	<b>\$19.00</b>	<b>Mint</b> AL OoP 2

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship Surcharges	General	Box	Out-of	Errata	Game #-of
Specific Condition, Subject, Designer, Year	Only? Part# Publisher Name	Price EA	Flag	Conditn	Type	Print?	Incl?	Scale Plyrs
Some creases on box. ■ Tactical lvl & amphibious combat in Pacific, '42-4. Jap. plans defenses then tries to contain beachhead. American must anticipate & outwit island's defenses & breakout from beachhead. 25yd/hex, 10men/unit, 10min/turn. M.Matheny80								
<b>Beachhead, Is Invasions in S.Pacific</b>	<b>88819</b>	<b>\$15.00</b>		<b>Excell</b>	AL	OoP		2
Cover scuffed, otherws EX. ■ Tactical lvl & amphibious combat in Pacific, '42-4. Jap. plans defenses then tries to contain beachhead. American must anticipate & outwit island's defenses & breakout from beachhead. 25yd/hex, 10men/unit, 10min/turn. M.Matheny80								
<b>Beastlord 1st</b>	<b>106174</b>	<b>\$35.00</b>		<b>Excell</b>	FB	OoP		4 4
1 box corner rpaired, otherws clean. ■ Large, rare game of a fantasy campaign for supremacy among 2-4 races (elves, goblins, beastlords, & men) using bribery, military might, magic & diplomacy to advance their aims. M.Matheny79								
<b>Bomber, Daylight Bombing of Europe 43-44</b>	<b>106084</b>	<b>\$69.00</b>		<b>Mint</b>	FB	OoP		4
Some box btm edge abrasions & wear; otherwise clean. ■ Easily the best game of the US strategic air war against the German economy in WWII. Covers mid-1943-early 1944 when things were most in doubt. 25 scenarios & longer campaigns. 40mi/hex, 30min/turn, 455 counters depicting all the air units that played a substantive role in the campaign. S.C.Taylor80								
<b>Panzer, 1st</b>	<b>3550</b>	<b>\$65.00</b>		<b>Excell</b>	FB	OoP		1
Circular price tag discoloration marr on box cover. Counters punched but AFV cards not separated & clean. ■ Box btn exterior & a little of the interior mildewed & discolored. Some mildew dust on terrain overlay counters. Otherws clean. AFV cards unpunched. Detailed, colorful game of tactical armored combat in the east, 41-45. Sister game to 88 & Armor.								
<b>Raiders!</b>	<b>3555</b>	<b>\$32.00</b>		<b>Mint</b>	AL	OoP		1
Counters slightly misaligned, otherws cherry. ■ Tactical commerce raiding in early WW2. M.McDaniel79								
<b>Superiority</b>	<b>3562</b>	<b>\$14.00</b>		<b>Mint</b>	AL	OoP		2
Last row of counters mscut. Top 1" of box cover lightly spotted; 1" spot on inner album surface stained. Otherws clean. ■ Short, simple to modest complexity gm of tac combat in Europe in early 80s. Combined arms coordination emphasized. '81								
<b>Your Move Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
<b>Space Station Assault</b>	<b>97896</b>	<b>\$9.00</b>		<b>New</b>	SB	OoP		A
Fast playing card game based on a future situation where a human colony on a distant star has revolted, the rebellious forces duke it out with loyal forces. Which means blast enemy space stations & enemy ships. 110 illustrated cards. D.Kastle'04								
<b>Z-Man Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
<b>1960: Campaign Manager 2008 Kit</b>	<b>91314</b>	<b>\$8.00</b>		<b>New</b>	BC	OoP		A
Kit for this 2008 Intl Gamers Award winner. Adds material to this base game to re-fight the 2008 presidential election in 20 key states between 2 players & the Obama & McCain camps. '10								
<b>Duel of the Giants</b>	<b>93628</b>	<b>\$47.50</b>	**	<b>New</b>	LB **	Going		3
Simplified game of grand tactical combat on the eastern front, 1943, using plastic minis for tanks & aircraft. Base game includes 11 minis: 10 tanks + 1 stuka. '10								
<b>Zocchi Distributors</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
<b>Battlewagon Salvo</b>	<b>87582</b>	<b>\$18.00</b>		<b>Excell</b>	Bk	OoP		1
Booklet cover & page edges yellowed thru age; otherws EX. ■ Booklet cover & page edges yellowed thru age; otherws EX. Sml, simple game akin to a sophisticated Battleship played on paper maps w/ ship movement & varying characteristics. 3pgs of rules. L.Zocchi74								
<b>Zvezda Games</b> (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
<b>Oil, Battle for: US M47 Dragon MiniSet</b>	<b>106036</b>	<b>\$2.50</b>		<b>New</b>	n	OoP		1
Published as a promotional set. Includes a 3-person M-47 Dragon Anti-Tank Missile system & crew. Req assy & optional painting. No rules included.								

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